POLYHEDRON™

Newszine Issue 14 $2.00

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About the cover

Issue #14's cover depicts RPGA™ Network Member Sonny Scott's favorite character, Swat, encountering an evil lich and nycadaemon. As the first-place winner of the Membership Drive Contest, Sonny won an illustration of Swat, and as an added bonus, we put Swat on the cover and in *Encounters*. For more details on the Membership Drive, see page 24.

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POLYHEDRON™

Newszine

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. . .from the editor

I guess it's been about three weeks since the University of Wisconsin, Parkside closed its doors on GEN CON® XVI Game Fair. To tell you the truth, I don't really remember a whole lot of what when on, or what I did there. I do remember thinking that that Friday was the hottest day I've spent on this Earth (I *still* don't want to know how far over 100 degrees it was).

I also remember lugging around a briefcase full of half-edited POLYHEDRON™ Newszine issue #14 articles in the hopes that I would either have time or take time to work on them. I didn't, and I won't tell you which it was.

Also in that briefcase were thousands of RPGA™ Network kickbackbucks —it made me feel like a Brinks truck. My official job at GEN CON XVI Game Fair was "RPGA Runner." For those of you who were at the convention, that means that I raced through the hallowed halls of Parkside (actually, I scurried, briefcase in tow) to find the various tournaments; I was the one who boldly interrupted your games to collect the sheets you signed and give you little green RPGA kickbackbucks designed by Tom Wham.

I do remember well some of the comments I received when people found out who I was: "Who are you, really?" (I've asked that very thing myself) and "You don't play these games, do you?" (the tone of that one made me wonder if I should have said yes, but I did). My favorite was: "You don't look anything like I thought you would!"

For me, the highlight of the entire convention was the Members Meeting. I rather enjoyed watching Kim Eastland pace before the membership. Afterward, the meeting broke up into little groups, and I must also say that I enjoyed being surrounded by questions rather than manuscripts. The comments and suggestions were a great. I don't get *nearly* enough letters with *suggestions).* It's always nice to know that you're appreciated. Fortunately, I've found that people are less inclined to say nasty things to your face, and are generally too lazy to write them in a letter unless they're really peeved, so most of the *comments* were pretty good. From one member to another, you're all appreciated, too.

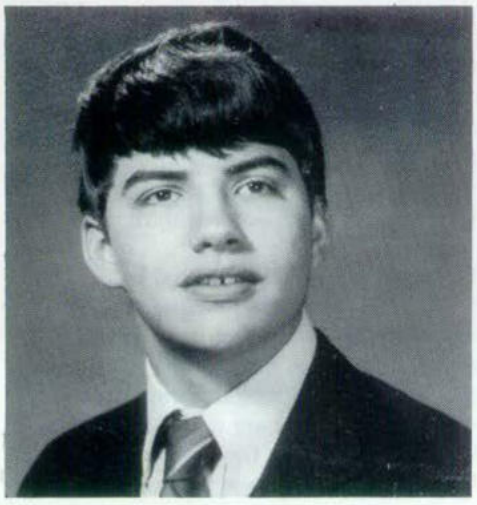
On to more serious matters, I'd like to explain to you how Sonny Scott's favorite character got on our cover. Sonny was the first-place winner of the RPGA Network Membership Drive Contest. The rules to that contest stipulated that the winner would have a character of his or her choice illustrated by one of the TSR staff artists. The concept of the character was so good that we decided to use it for our cover. Roger Moore graciously agreed to write the *Encounters* on it, based on a real adventure Sonny's character, Swat, had. So there you have it.

1983 SCHOLARSHIP WINNER

The winner of the 1982-83 RPGA™ Network Scholarship was selected during the summer of 1983. His name is David Lee Griffith, and he's from Aurora, Illinois. David was selected primarily for his excellent scholastic standing. David received straight A's for nearly his entire high school career and ended up 1st in his class of 490. In addition, his College Exam Scores were extremely high. Various activities David was involved in were his local Chess Team (a common club listed by gamers), Math Team, Speech Team, and the Southeast Aurora Kobold Appreciation Society. When asked why he liked role-playing games David answered, "Role-playing games have had a great effect on my personal growth. My involvement as Dungeon Master gives me many opportunities to exercise my creative potential and I have made new friends because of these games."

David's $1000 scholarship will be forwarded to his new home, the University of Chicago, where he plans to major in physics.

Our congratulations to David for winning the RPGA Network scholarship, and thanks to all our members who submitted their resumes. RPGA HQ wishes the best of luck to you all with your career endeavors.



LETTERS

All of the bulletins about membership renewals have messed me up. Can I now get a DRAGON® Magazine subscription at $20? Also, when I first sent in the membership form it offered a free RPGA™ Network module of my choice if I ordered a 5 year membership. Is this still valid for new members?

Marc Matthews, Knoxville, TN

The DRAGON Magazine subscription offer can only be taken advantage of once. If you already have a subscription to DRAGON Magazine when you join the RPGA Network, you may use the offer to extend your subscription. You may also use the offer to begin a DRAGON Magazine subscription. You may *not* use the offer a second time, and must pay the regular subscription price of $24 to renew your DRAGON Magazine subscription.

Further, the module offer was a limited offer and has already expired. Sorry about that.

Since TSR has acquired SPI (Simulations Publications, Inc.), is the DRAGONQUEST™ game going to be maintained as a role-playing game and covered by one of TSR's magazines?

Ron Vutpakdi, Houston, TX

Yes, the DRAGONQUEST game is alive and well, and as a matter of fact, ARES™ Magazine used to cover DRAGONQUEST™ material until the decision was made to restructure ARES Magazine to contain only science-fiction material, and for DRAGON Magazine to stay with fantasy. Thus, DRAGON Magazine will now publish DRAGONQUEST game articles — and we're looking for more publishable DRAGONQUEST game material.

I was particularly interested in a letter from Brian O'Brien in issue #9. He claims to know no one over 30 interested in gaming. I'm fifteen and have played the AD&D™ game for three years. My parents are thirty-five and have been playing for almost that long. What's more, we have played with another group of adults for almost two years, and have recently begun with another friend of mine and his parents. It all started with a simple "Say, Mom and Dad, would you like to try?"; they did and they love it.

Bruce Van Dyke, Torrance, CA

It seems we've stimulated quite a controversy. Anyone else care to comment?

Why doesn't POLYHEDRON™ Newszine have a date to go with the issue number? Even the envelopes in which they come do not have a date since the Post Office does not stamp anything that uses a postage permit. I don't know which month I am going to get a POLYHEDRON Newszine and which month I won't.

Also, why isn't there any gaming conventions in the Southwest or Midwest such as in Albuquerque, New Mexico?

David A. Duck, Santa Fe, NM

When the RPGA Network was conceived, the magazine was quarterly, and had volume numbers and used *seasons* rather than months as dates. One person made the decisions for the network and was the editor for the newszine. Needless to say, the organization was severely understaffed and some of the early issues were late. After a period of time, more people were put on staff, and the newszine became bi-monthly and started meeting deadlines. Seasons didn't apply anymore since the newszine was bi-monthly, and I saw no reason to include the month in the already crowded folios (the little "Issue #'s" and "POLYHEDRON's" at the bottom of each page). The magazine now comes out religiously every other month, people refer to them by issue numbers rather than months, and it also saves us if production and printer problems crop up and cause the newszine to be delayed by a week or so.

If you really want to keep track of exactly when you'll get an issue, the schedule is slated so that we have a December (Christmas) issue, February, April (April Fools), June, August (GEN CON ® Game Fair), and October issues. If you get this issue in the second week of October, expect your next issue in the second week of December and so on.

As for conventions, TSR sponsors one game convention in the Midwest, GEN CON® Game Convention in Kenosha, Wisconsin. Most other game conventions marginally associated with TSR are sponsored by local gaming groups, such as GEN CON South Game Fair, and East Con. TSR attends those conventions, but does not directly control them. Conventions are incredibly expensive and time consuming to organize. Have you thought about organizing a mini-convention with your friends, such as Sonny Scott and a number of others members have done? I'm told it can be quite rewarding and well worth the work.

I'm interested in finding out if you have group memberships. If so, how much are they?

L. Bruce Gray, Harrisonburg, VA

No, the RPGA Network does not currently have a membership plan which allows groups of persons to join at a lower cost. We are currently working on developing an "Associate Membership" to be available in 1984. There will be more details on this in the future.

The RPGA Network *does* have club memberships for groups. The details of the club memberships were outlined in Issues #9 and #10 of POLYHEDRON Newszine, but for those of you who weren't members then, I'll capsulize the information.

1. Fellowship: 7-25 members, $2.50 per club
2. Guild: 26-50 members, $5.00 per club
3. Society: 51-75 members, $7.50 per club
4. College: 76 or more members, $10.00 per club

For more information, write:

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TWO CENTS

Views on "Role" playing

by Christopher Gandy

This issue's Two Cents *column deviates a bit from the norm. At GEN CON® XVI Game Fair, many members asked me why there were so few articles written by members in POLYHEDRON™ Newszine. My answer was that I received so few, period. This article is obviously an exception.*

Further, I had noticed a trend during my own role playing experiences — many (but by no means all) role-playing gamers don't really "role" play their characters — and had considered writing an article about it; I received Christopher Gandy's manuscript during the middle of my meditations on this subject and decided to wait for the appropriate opportunity to print it. Exposure to great hoards of "role"-playing gamers at GEN CON XVI Game Fair brought the subject to mind again, as well as the "Why aren't there more member-written articles published" question, so here it is.

When indoctrinating new players into the AD&D™ game system, it becomes immediately obvious that if one tries to get the newcomer to assimilate all the rules and their nuances at once, boredom and displeasure may rob one of another potential player. A solution to this is to have new players create and outfit a character and play the game with a "pick-up-the-rules-as-you-go-along" approach. This "trial by fire" introduction will usually capture the neophite's interest (particularly if the first game is an exceptionally good playing session) as he or she readily identifies with the new persona.

A good DM should limit the amount of "coaching" new players receive from the veterans to encourage them to think and act for themselves. The inevitable "What should I do now?" should be met with "Whatever *you* want" or a variation thereof, furthering the development of the player/persona identification. A new role-playing gamer is welcomed to the fold.

Or is this truly the case? Has the gamer been introduced to role playing, or merely encountered a new set of circumstances and parameters to live within? Oftentimes what happens is that the misfortunate (but highly probable) demise of this new *persona* is followed by the creation of a new character who, again unfortunately, turns out to be the reincarnation of the first *persona*. In other words, the body (characteristics, race and even class) is transient but the personality is static — that of the player.

Although this player will soon learn all the game's rules and may ultimately advance a character to levels of greatness, the player is still a level 1 "role" player. A vast amount of potential enjoyment has been overlooked. Role-playing games are designed to be just that — games which allow the little bit of "ham" in each of us to step out onto the stage as someone else and take a bow. An actor does not set out to show how he, as a *person*, would react to the plot of the drama, but to interpret and relay the reactions of the *persona* whose *role* he is playing.

The desirability of players establishing character personas distinctive from their own personalities is by no means an insignificant point in establishing a successful "role"-playing game campaign. Confusing characters with their players of similar, or even dissimilar, personalities can affect both the quality of play *and* interpersonal relations between the members of a campaign. If players puts themselves into the game situation rather than into a personas, feelings can get hurt. There is a great danger of players taking to heart undesirable deeds enacted upon their characters. Complaints from players that their characters are not being treated fairly (or worse) by other players are sure signs that the players have not separated themselves from their characters. A gaming session that ends with *players* mad at one another for what their *characters* have done (especially if done within the possible realm of a character's personality, i.e. a well-played Chaotic character) is also symptomatic of a problem to watch for and overcome.

No game referee really wants to impose a personality upon a player character in his or her campaign, but there are ways to encourage better role-playing and separation of the player personality from the character personality. The "monkey-see, monkey-do" approach may be the simplest method. As DM, pay special attention to the NPCs in your campaign; do you use the same voice when role-playing each of your NPCs?; do each of your NPCs react the same way to similar situations? Give them distinctive personalities. Idiosyncrasies can be a real shot in the arm for a game lacking "role" playing.

Another approach may be to show your players the "classic" personas found in the back of the Rogues Gallery playing aid. These examples of the way the experts "meant" these characters to be role played may be enough to spark the creativity of the players in the right direction.

Next time you or your players roll up a set of characteristics, don them like an actor would his wardrobe and portray someone new, someone unique, someone else. Don't just play at a role-playing game, *role* play during the game. You might just meet a lot of new friends you didn't know you had in you!

ENCOUNTERS

by Roger E. Moore

The Setting

Through the course of adventuring, your party meets Swat, a huge warrior lord, and his titanic bear companion, Ox. Swat is on a personal quest and is looking for fellow adventurers of a fearless and powerful nature to accompany him; however, he says little of where he is going or why. After a dangerous march spanning hundreds of miles and many days, you arrive at a vast mountain and climb it under Swat's direction. Near the top, he reveals that you are about to go to battle against a terrible foe: his sworn enemy, the undead mage Xyphis. Xyphis has gained control of an artifact deep under the mountain and must be destroyed. The artifact is the legendary *Throne of the Gods.*

The Characters

Swat (human, 12th-level fighter, true neutral)

AC: -6	HP: 113
S: 19 (+3/+7)	D: 11
I: 14	C: 17
W: 16	CH: 9

Swat stands 7′2″ high, weighs 258 pounds, and is 29 years old. He wears +4 plate mail and uses a +4 shield; he favors the use of a frost brand two-handed sword, a dancing bastard sword, and a light crossbow of speed (with +2 quarrels). He has numerous minor potions and magical items on his person or strapped to Ox. A black cloak covers most of his armor during his travels. Normally a carefree and pleasant man, Swat is determined to destroy Xyphis for personal reasons detailed later.

Ox (cave bear, special)

AC: 4	HD: 11 (73 hp)
15″ move	INT: 4 (semi)

1-8/1-8/2-12 damage (hug as normal bear for 3-18 damage)

Ox and Swat have been together for years, and Swat seems to treat the bear as a friend rather than a pet; both are intensely loyal to each other. Ox is 6′ high at the shoulder, standing 15′ tall, and weighs 3500 pounds. Various items of equipment are strapped to Ox for Swat's use (such as the frost brand sword mentioned above). Swat and Ox have evolved a simple communication system, and Ox obeys Swat quite well.

Xyphis (Lich, 19th-level Magic-user/10th-level Cleric, neutral evil)
As per Monster Manual: 46 hp; spells as chosen by DM.

Xyphis is a power-mad megalomaniac and plans to use the powers of the Throne to elevate himself to demigodhood in the manner of the ancient arch-lich Vecna. He has used the Throne to gain a *Staff of the Magi* which he will use to defend himself, but he will not use the retributive strike power. Some time ago, one of Xyphis' evil plans almost resulted in the death of Aleena, Swat's wife, though it was an unintended occurrence. Xyphis thinks of mortals as slave material and food for his nycadaemon ally, Kachoshok the One-Eyed; Swat is just

another bothersome mortal to the lich. Xyphis has several minor magic items but will use his spells first in combat, and will avoid hand-to-hand melee. *Note: The Throne gifts Xyphis with several exceptional powers so long as he remains seated upon it; see suggested list of powers for the artifact.*

Kachoshok the One-Eyed
(Nycadaemon, neutral evil)
As per FIEND FOLIO™ Tome: 109 hp.

Kachoshok has allied himself with Xyphis; as the right-hand servant of a demigod he could do well indeed. Unlike many daemons, Kachoshok refuses to use magical items or weapons, relying on his own talents (his right eye was lost to a holy sword). Only Xyphis knows Kachoshok's name, and the lich will only address the daemon as "One-Eye" in the presence of others. Kachoshok will defend Xyphis but fights intelligently and uses his spell-like powers as well as brute strength to destroy opponents.

DM's Section

Swat is willing to listen to the plans of his associates, but his ultimate goal is the lich's doom. No one but Xyphis knows of the presence of the nycadaemon in the throne room prior to combat. Unless *Charm*ed, Ox will obey only Swat's commands but will defend his master at all costs by direct attack.

This is obviously an adventure for exceptional characters, levels 10-16. The DM should prepare a series of hazardous encounters prior to the arrival at the unnamed mountain, emphasizing the grave nature of Swat's mission; encounters and treasure are at the referee's discretion but should be reasonable. The mountain itself will prove difficult to climb because there is no pathway up to the cavern entrance which leads to the throne room. A good DM might also add flavor to the climb, like a perpetual thunderstorm with howling winds hovering over the peak, lashing at the party as they ascend, and tongues of lightning illuminating the barren slopes.

The cavern system leading to the *Throne of the Gods* should also be mapped out and spiced with traps and strange effects. It is recommended that no "random roll" encounters take place in the caves, since this is no ordinary dungeon. All traps and monsters should be placed with the thought that some powerful beings wanted the Throne guarded over age-long periods; the purpose of the guardians is more to "weed out" the lesser seekers of the Throne than to protect the Throne itself (which needs no protection, as powerful as it is). No clues will be found to the identity of who or what built the Throne.

Swat has previously been on an adventure to seek the Throne, though the previous quest ended in disaster; he will say nothing of what happened, but he is vaguely familiar with the route through the caverns (though the guardians have changed since he was there), and will eventually let it be known that his strength was increased to hill giant proportions through the Throne's effects. Swat no longer wishes to have anything to do with the Throne except that he has discovered that Xyphis now uses it and can be found there; once Xyphis has been destroyed, he and his bear will leave the mountain.

No one should initially know of the Throne's powers; only experimentation and the knowledge of its effect upon Xyphis and Swat will help. Divinatory spells will give only fragmentary information at best, often of a confusing nature. DMs must avoid treating the Throne in any way as a "normal" magical device, and should carefully emphasize the tremendous and unpredictable power within it. Suggested powers of the *Throne of the Gods* for this scenario are:

Table I: (H) *Comprehend languages;* (Z) *Mind blank;* (TT) Wearer immune to *Magic Missiles*

Table II: (N) *Dispel Magic* upon command; (R) *Fear* by touch or gaze; (LL) *Suggestion*

Table III: (R) User must eat and drink 6 times the normal amount due to the item's drain upon him or her; (W) Yearning for item forces possessor to never be away from it for more than 1 day if at all possible

Table IV: (W) User goes insane for 1-4 days; (HH) Yearning to be worshipped is uncontrollable. Those failing to bow and scrape to the artifact's possessor will be subject to instant attack.

Table V: (K) Major attribute permanently raised to 19 upon command word; (BB) The item enables the possessor to *Legend Lore, Commune,* or *Contact Higher Plane*

Table VI: (G) Treasure within 5′ radius of mineral nature (metal or gems) or non-magical type is reduced by 20%-80% as the item consumes it to sustain its power; (L) User has limited omniscience and may request the DM to answer 1 question per game day *(See the DMG for more information.)*

Xyphis has been made subject to a number of the above powers and is aware of all of them except: Table II: N; Table III: R and W; Table IV: W. Table III: W; Table IV: W; and Table IV: HH have worked their effects upon the Lich, however. Neither Xyphis or Kachashok will leave the throne room at any time if they can help it.

WHITE RABBITS

Missing and Presumed Gaming

The following members have not filed a change of address with RPGA™ HQ. If you know the whereabouts of any of these persons, please ask them to write to us at POB 509, Lake Geneva, WI 53147 to inform us of their new address immediately.

Kenneth Angers, Santa Clara, CA
Timothy M. Kelley, APO, NY

New Fellowships

The Brass Dragon Society
c/o D.B. Forbes
POB 33872
Seattle, WA 98133

Adventures Unlimited
c/o T.R. Gaasch
3744 Burritt St. S.
Fargo, ND 58103

Seekers of Crystal Monolith
c/o A.J. Elam
RR2, Box 74
Rhinebeck, NY 12572

DISPEL CONFUSION

DUNGEONS & DRAGONS®
Fantasy Adventure Game

DQ: Can a cleric try to Turn an undead monster that he/she has already failed to turn?
DA: No. Once a cleric fails to Turn any of a group of undead, further attempts during that encounter will automatically fail. If successes are achieved against an undead group, the cleric can try to Turn the remainder each round until all the undead are Turned or the cleric fails once.

If the cleric encounters the same undead later in the adventure, he may try to Turn them again. The DM should use his discretion as to whether sufficient time has passed for the second encounter to count as an entirely new encounter.

DQ: What does a holy symbol do?
DA: The holy symbol is used by the cleric in Turning undead. In the hands of any other class it can prevent direct attack by a vampire, if strongly presented. (That is, the vampire cannot close to melee, but may use minions or try to reposition itself so the holy symbol no longer interposes). DMs can also make up other uses for holy symbols.

DQ: The Basic rules state that each character has only one chance to find each secret door. How long is this for?
DA: In a game turn (10 minutes), a character can search a 10′ x 10′ section of wall. Less time spent automatically means failure. Failing the roll (made by the DM) means no door is found by the character even if it is there. Once the roll is missed for a door by a character, that character will not be able to find that door.

If the character returns to the area after a reasonable time, the DM may allow another attempt to find the door. It is *not* necessary to remember from adventure to adventure which characters have found what secret doors!

DQ: How long does a full water skin last?
DA: A water skin holds about a quart of water. This should be good for about 2-4 days in excessively dry (desert or badland) conditions, depending on how active the character is, how well the character is otherwise equipped for the terrain, and how the water is rationed. For most normal adventuring, streams and other water sources should be assumed common enough so that refills are easily available.

DQ: Can an invisible person be spotted with infravision?
DA: No. So many monsters have infravision that this would negate the effect of invisibility! There are other problems with invisibility: it does not mask light, creatures with keen hearing or smell may detect an invisible character, clouds of dust, smoke or fog may reveal a character, footprints show up in sand, etc. My favorite is the invisible party in the ice caves who were given away by their frosty breath! (It takes a smart monster to spot signs like that, though.)

The DM might periodically review how effective he/she allows the spell to be, being either more or less lenient as needed to maintain play balance.

DQ: Which monsters have infravision?
DA: For practical purposes, nearly all monsters found in underground settings (with the exception of humans and halflings) are assumed to have infravision.

DQ: Is torch damage affected by Strength?
DA: No. This damage is mostly from flame, not the force of the blow.

DQ: When enough experience is earned to go up a level, is training necessary?
DA: In the Basic rules, no. However, some DMs have special house rules that require this. Check with your DM.

DQ: May a *Dispel* be used on magical items?
DA: No. Items produced through magical research are enchanted too strongly for a simple spell to destroy. Note that in the AD&D™ game, potions can be destroyed by a *Dispel*, but this is not the case in the D&D® game rules.

DQ: If a Level 8 magic-user gets three *Magic Missiles*, are they considered three spells?
DA: No. The single spell creates three missiles. All of these must be used before the spell expires or be lost. They may be shot at different targets if desired.

DQ: Can a character memorize a 3rd level spell three times by not memorizing his other 3rd level spells?
DA: Yes. A character who is entitled to cast three 3rd level spells may select those spells in any combination from those in his books. Each memorization is one *use* of the spell.

DQ: Will a character lose a disease if he died from one and is brought back to life with a *Raise* spell?
DA: No. The disease must be cured separately. A cleric powerful enough to cast a *Raise* dead can also cast a *Cure Disease* (probably for an additional price). Note that lycanthropy is an exception, and it takes a very powerful cleric to free a character from this affliction.

DQ: Is it possible to raise the ability scores of a character by training?
DA: No. The only adjustment currently possible is when the character is first created, and this has nothing to do with training. The DM may, on rare occasions, allow an ability score to be raised through magical means, but this should not be easy for characters to achieve.

DQ: Does the *Anti-Magic Shell* let the spell bounce back on the caster?
DA: No. Any spell cast at (or from inside) the shell does not work. If a spell with an area overlaps the shell, the area inside the shell is protected from the effect.

DQ: Can thieves or classes other than fighters and demi-humans become mercenaries?
DA: Thieves and other non-fighting classes will not be found as mercenary *soldiers*. However, there is no reason why a player character cannot hire himself out to perform the functions of his own class for money, at the DM's discretion.

DQ: Can a *Passwall* spell be used on bushes or water?
DA: No. The spell can only be used for stone, wood, metal (except lead), and similar materials in a wall-like configuration (including floors, ceilings, and the like).

Advanced Dungeons & Dragons®
Fantasy Adventure Game

ADQ: The Players Handbook specifically states that a thief may use a club, dagger, dart, sling, or a sword. Why can't a thief use a bow?
ADA: It is all a matter of game balance. Logically, a DM can say that a thief's training takes place largely in towns where a bow on one's back is not as useful as a dagger in one's hand when going into dark alleys and the like.

ADQ: Can a *Magic Mouth* scream or sing? Can it be activated by another *Magic Mouth*? Although it can't cast spells, can it set off a magic wand by saying the command word?
ADA: The mouth can scream or sing up to 25 words and be activated by another *Magic Mouth*, but can't set off a magic wand.

ADQ: If a soul is taken from a thief by a Deck of Many Things (The Void card) and trapped somewhere, could a magic-user's *Wish* spell put the thief's soul back into the original body or another body?

ADA: The Void Card's effects are not negated by a *Wish* spell.

ADQ: The Moradin section in the DEITIES & DEMIGODS™ Cyclopedia states that non-player character dwarven clerics can rise to the 7th level. Does this mean that player characters cannot be dwarven clerics?

ADA: This point is covered in the Players Handbook. Player characters cannot be dwarven clerics.

ADQ: The Monster Manual states that damage on living matter from a clay golem can only be cured by a healing spell from a 17th or higher level cleric. Does this mean that only the clerical *Heal* spell can be used to cure this?

ADA: All healing spells from a 17th or higher level cleric will work here. Scroll spells from a 17th or higher level cleric won't be effective in the healing process.

ADQ: Will a *Raise Dead* work on a character killed by a clay golem?

ADA: In this instance, yes. The *Raise Dead* process is much like the normal healing process. A character would get one point a day in healing normally (even from clay golem damage), so bringing a character completely back to life would work and not be contingent on the cleric being 17th level or higher.

ADQ: Will a *Move Earth* spell influence flowing lava?

ADA: Yes it will, but the DM will have to determine the effects of the extreme heat generated by the lava in the area and what it does to your character.

ADQ: Is it possible to use the Mantrap scent from Monster Manual II as a trap in other areas?

ADA: The distillation of the scent of the Mantrap is possible but when it is placed on other than plant material, the victims get saves at +4 to resist.

ADQ: Do weresharks (from Monster Manual II) have to swim in salt water or can they go upstream into fresh water?

ADA: The natural resistance to damage that the wereform gives the character will allow the werecreature to swim in fresh or salt water. It is limited to the constraints given any fish form and cannot breath in foul liquid that a normal fish-type creature couldn't survive in for any length of time.

ADQ: Is it possible for a player to become a Swanmay (from Monster Manual II)?

ADA: Although it is theoretically possible for a human female Ranger to become a Swanmay, there are several points that would hinder such action:

- **The original Swanmay is closely associated with sylvan elves, dryads, and other enchanted forest creatures. The player character would also have to be closely associated with these.**
- **The original Swanmay is a solitary creature and the player character would have to become of a like sort to have the swan changing item function properly.**
- **Swanmays have no followers.**
- **Swanmays must always fight evil.**

If the player character takes on all of these concepts and does not steal the magic item needed for the change, it should be possible.

ADQ: If my character is of the proper alignment and class, can he/she become a Knight of Quality as taken from the DDG?

ADA: The set of circumstances that created the Arthurian Heroes and the legends associated with the Arthurian Heroes are quite specific. If your DM has a campaign that includes all of the people and legends of that mythos, then it is possible to be granted the title Knight of Quality and be ranked among the proud knights of that time. The title also places great demands on the owner. He/she must spend time righting wrongs and doing unusually good deeds. In short, it is possible, but it is up to the DM.

BOOT HILL®

Wild West Adventure Game

BHQ: How does Stunning work?

BHA: A character may be stunned when he receives a blow to the body from a solid object. The rules on pages 13-14 give examples including gun butt, club, chair, and tomahawk. A bullet wound in the head also has a chance to stun, as does a buffalo gun bullet wound anywhere (due to its large size and weight). Other objects can be used by comparing them to similar objects that are given: a whiskey bottle or a rock would be similar to a club, for example.

If a stunning-type weapon is thrown, the character's Throwing Accuracy is used with the normal To Hit procedures. If the weapon or object is held, it is considered a special case of Brawling (p. 10). The Punching table is used. Blunt objects such as a club, rifle barrel, gun butt, or rock use the normal Punching column; they subtract one from the dice score To Hit, but if they hit they cause an extra point of damage and then get their chance to stun. Larger objects such as a chair subtract two from the chance To Hit, but add two points of damage and their chance to stun. A tomahawk hit or miss is determined by Throwing Accuracy if thrown or the Punching table if held; if either results in a hit the Wound Chart is used for location and severity of the injury (since it is a cutting weapon) — and after all that it still gets a chance to stun!

A stunned character is "seeing stars" or in shock for a few seconds, which is why the rules prevent him from doing *anything* on the next turn, and doing everything (including moving) at half-effect or half-speed on the turn after that.

BHQ: Which of the two systems for First Shot Determination should be used?

BHA: That depends on the situation in the game and on how fast the referee and the players want the game to move. The basic method (on page 9 of the rule book) is somewhat faster and should probably be used for battles involving large numbers of participants. The optional method (page 13) is slower, but more "realistic" with regard to Ability Score variations.

The basic method requires calculation of Net Speed, which depends primarily on the character's Speed Ability rating. Other relevant factors include surprise, movement rate, whether the firing character is wounded (and to what degree), whether the character has previously fired or aimed at the target, etc. All characters declare their targets and how many shots they are firing, and then firing order is determined in order of Net Speeds. All characters still alive and conscious when their turn arrives get to fire one shot. After the entire order has been gone through once, a new firing order based on the changes in net speeds from wounds is determined, and the process repeats for the second shots (assuming, of course, that at least one character declared a second shot); the process is then repeated for the third and final shots of that turn. Note that an adjustment in Net Speed from wounding can occur early in the turn and bump you to a lower spot in the firing order. Characters with identical Net Speeds fire and inflict damage simultaneously.

The problem with the basic method is that the fastest gun in the west gets the same number of shots per round as the slowest gun in the west—one. The alternate method alleviates this, but requires more bookkeeping. Using the Net Speeds from the OK Corral (p. 25) as examples, Wyatt will fire first with his NS of 41. Wyatt will get all three of his shots before Billy, Tom, Doc, and Ike get any, because his NS is 10 or more above theirs. Wyatt would get 2 shots before Frank and Virgil get their first, because the difference is 5-9. He would only get one shot before Morgan, since the difference is 1-4. With 8 gunfighters in this scenario, keeping the proper relationships becomes very complicated! With only two gunfighters, however, it's quite easy. Note that when this rule is used, the consecutive shot penalty is altered.

BHQ: If "multiple wounds heal at the same time," will a character who has taken two light wounds and rested a week get two strength points back (one for each wound)?

BHA: Yes. One full week of rest, with medical care, will heal one point from *each separate wound suffered.* If a doctor attends the character soon after he/she was wounded and the character rests, seven weeks would be the maximum recovery time no matter how badly the character was shot up. If not, the referee may decide to lengthen the recovery or add complications.

DAWN PATROL™

Aerial Combat Game

DPQ: Must the pilot who is doing a loop state the size of the loop before knowing if it is covered by a tailing pilot?

DPA: Yes. Then, so as not to be reversed, the tailing pilot must perform a loop of the same or greater size than the leading pilot.

DPQ: When a balloon is rolled as part of a low altitude scenario, is it possible to have more than one?
DPA: Yes. When a low level game occurs during the Random Combat determination, a roll of 1 or 2 will mean a balloon is present. An additional roll can then be made: if a 1 is rolled, there is a second balloon also in the area. After the second balloon has been noted, a further roll can be made, and if another 1 is rolled, there is a third balloon in the area. Each balloon will have its own independent altitude and defenses.
DPQ: What happens if a wounded pilot is trying to land a plane with numerous critical hits and the landing chance computes to less than 0%?
DPA: Assuming the aircraft is still flyable and is not out of control, the pilot will always have at least a 5% chance of making a successful landing (even if the subtractions make it less than 5%). This accounts for the instances of extraordinary bravery, unusual good fortune, and the like that occasionally helped pilots survive in World War I.
DPQ: If a critical hit results in adding one or two hit factors to the damage taken in one area of the plane, must another roll be taken that turn to check for the chance of another critical hit?
DPA: No. Critical hits that cause additional hit factor damage do not require an additional critical hit check.
DPQ: If a pilot who is lightly wounded has his plane's wing shot off, how many rolls must be made to determine his survival?
DPA: Except for pilots coming down in the front lines (where a special additional chance exists for being killed or captured), only one survival roll is necessary.

In the example above, the pilot's plane will fall out of control after its wing is destroyed, giving him a 5% chance of surviving the resulting crash (or 10% if it occurred at less than 2000'). This 5% or 10% chance always takes precedence as the single roll needed to determine survival, and wounds (or lack of them) have no bearing.

If this pilot had a parachute, he would make one roll at 60% to determine survival (as given under the German Parachutes rule) — he would *not* roll separately for the jump and then for the wound. All pilots who survive on 5% or 10% rolls and all pilots who survive critical wounds must roll for possible incapacitation.

GAMMA WORLD®

Science Fantasy Game

GWQ: I have some questions on the mutations in the GAMMA WORLD® game revision.
1. In *Absorption*, is a laser a heat weapon or a light weapon?
2. In *Aromatic Powers*, can the characters resist the desire for their favorite food if they are not hungry?
3. In *Chameleon Powers*, what is a "jutation?"
4. In *Directional Sense*, can a mutant really locate any object he/she wants?
5. In *Displacement*, can the mutant actively face danger and not let himself/herself be displaced?
6. Does *Energy Metamorphosis* make a mutant immune to the harmful effects of radiation?
7. In *Electrical Generation*, can the mutant turn off this power so that allies and friends may safely touch the object?
8. Is there any way to tell if a *Force Field Generation* power is in use?
9. How hot is the heat from the *Heat Generation* mutation?
10. In *Kinetic Absorption*, is it 25 points per weapon or a total of all weapons used in that attack round?
GWA: The following should take care of these problems:
1. All laser attacks are considered light weapons.
2. The desire to aquire the food transcends being hungry or in danger, etc. The mutant should be told right away that it is being drawn in the direction of the smell and allowed to react with all weapons or mutations at his/her command.
3. The word "jutation" is a typo. It should read mutation.
4. There was some copy dropped here. It should read "or locate any owned object held in the last eight hours."
5. The movement action happens even if the mutant tries to avoid being displaced.
6. *Energy Metamorphosis* does make a mutant immune to radiation.
7. Since the power is a conscious one in humanoids and mutated animals, they may turn off the effect if they desire.
8. The use of the *Force Field Generation* mutation usually causes the user to glow slightly. This is not the case in areas of continual darkness where mutants have been raised. Here, the mutation is not noticeable.
9. The heat from the *Heat Generation* mutation is approximately 480 degrees F. Although the mutant is immune to the blasts from its hands, it is not immune to the damage of fire caused by the heat.
10. The 25 points per attack is from all weapons. If the mutant took a total of 27 points of damage from maces and clubs it would take 2 points that round in actual hit point damage.
GWQ: Can people outside of TSR submit GAMMA WORLD game modules to TSR?
GWA: It is difficult to get a submission into TSR, but if your idea is original but not outlandish, you *can* see it accomplished. Write to the Acquisitions Department for a New Product Submissions Packet which includes guidelines and forms TSR requires for outside writers to submit game material.
GWQ: Considering the hit points of all of the player characters in the game, weapons like swords and arrows do minor damage. This isn't very logical, is it?
GWA: Sometimes it is necessary to sacrifice what appears to be logic in the interest of game balance; this has been done in the combat system of the GAMMA WORLD game. Remember, however, that right along side those ineffectual weapons are things like Death Rays that kill on contact with flesh or Stun Whips that render the victim unconscious at a touch with no hope of resistance (unless the referee has designed a new mutation, or the like). Logic can often render a referee defenseless, but it doesn't stop a game designer long. Swords do what they have to do in the game so that every mutant Conan that walks into the land is not instantly killing those poor, sweating men in Power Armor.

GangBusters™

1920's Adventure Game

GBQ: Can you give any guidelines for game judges on how to assign a percent chance for miscellaneous circumstances? For example, a criminal is running down the street from a robbery site. The police are chasing him. The criminal has a gun. What is the chance that he can stop a car on the street, order the driver out, and steal the car to get away? What are the chances for finding a taxi cab?
GBA: In situations like this, there are two guidelines to use: common sense, and the character's Luck score. If the above incident were happening in broad daylight in a downtown area, there is no question that a car would be coming by; the only question would be the NPC's reaction to the character, which could be determined normally. For the chances of finding a taxi, use the character's Luck score unless the setting is one where taxis are constantly coming and going, such as a major hotel, the train station, etc. Above all else, make your decisions on what is going to provide the most fun for your player characters without harming the balance of the game.
GBQ: Are there any types of shotguns available other than double barrelled breech loaders?
GBA: As an experiment, you might want to let your players use 5-shot pump action shotguns; a few types of these were available in the 1920's. The cost for these should be about $75 normal retail. Such a shotgun can fire one round per turn. If you are using the Expert rules, any arm or hand hits should reduce the rate of fire to one round every two turns because it takes both hands to fire and then pump up the next round in a single turn.
GBQ: How may times may a character with only one hit point left make a Luck check?
GBA: The Luck check is in the game to help keep characters alive. A character always gets a Luck check against any death situation except one which the game judge rules is automatic. This means that a character with only one hit point left can roll a Luck check each and every time he or she is hit, and can stay alive as long as the Luck checks are successful.

STAR FRONTIERS™ Science Fiction Game

SFQ: 1 kilogram is the mass given on the Equipment List for Tornadium D-19. Does this mean you get 1 kilogram of Tornadium for 50 Credits?
SFA: No. Tornadium D-19 should cost 50 Credits for 50 grams. This was unfortunately lost somewhere in the production of the game. The 1 kilogram mass a) helps restrict the amount of explosive a character would lug around, and b) assumes that some of that mass is taken up by careful packing of the explosive.

SFQ: Where can I get more ideas and information for new weapons? Where are the military weapons?
SFA: Most of the weapons we listed in the STAR FRONTIERS game are the standards of science fiction. There are guns and lasers, sonic weapons and electrical weapons. Other ideas for weapons may be found in science-fiction novels. Another good place to look for ideas is in science magazines. Pay attention to the latest breakthroughs and discoveries in physics and other fields. These can lead to ideas for weapons. For example, recent work in high-energy lasers has been towards an X-ray laser. This could be a very powerful STAR FRONTIERS game weapon.

Another really useful place to look is in today's military forces. There are many features and weapons being worked on today that can be used in a STAR FRONTIERS game campaign. These include laser rangefinders, automatic loading systems for heavy weapons, missiles guided by TV cameras, etc.

Remember, the weapons given in the game are not full scale military weapons. Such weapons would be much more deadly than those listed in the rules.

SFQ: Can I have a Human/Yazirian character (the father was Human and mother Yazirian)?
SFA: Forget it. The STAR FRONTIERS game is not a fantasy game. Cross-breeding and the like must follow the laws of genetics. Humans and Yazirians are more than different races, they are different species. Furthermore, they developed on different planets where the whole course of evolution is different. The body chemistries of the two races are different. It cannot be done.

SFQ: Can I have a character who has been so altered by radiation and genetics as to make him/her a "super-character"?
SFA: No. It is likely that in the future it could be possible to adjust a person, improving him/her by manipulating genes, etc. However, there are serious questions as to whether it will ever be done.

SFQ: Why do the rules for swimming only allow a character to swim for a short period of time before drowning when people have actually stayed in the water for 24 hours and not drowned?
SFA: The longest period of time spent swimming was actually 168 hours. However, this overlooks some things. In most cases of long duration swims, the person swimming had trained and prepared for a long period of time. He/she was also usually well-rested. Further, all the person was trying to do was swim; he/she did not get out of the water, hike cross-country, get into a firefight or get wounded six times. He/she swam until he/she collapsed, at which point someone else fished them out. The rules are not the absolute limits that a person could actually swim, but represent an average, given the conditions, the activity of the character, the preparation, etc.

TOP SECRET® Espionage Game

TSQ: Is an agent in any way trained by his/her bureau to perform his/her trade at a greater proficiency than agents of a different bureau?
TSA: In the TOP SECRET® game rulebook, there is no provision for agents of different bureaus to receive different training. The bureau in which the agent works is merely a matter of player choice. However, if you have access to copies of the January and July issues of DRAGON® Magazine (out of stock), the Rasmussen Files contain listings for various college courses that agents may take to acquire or improve certain abilities related to their specific bureau functions.

TSQ: If an assassin killed two arms bearers during the course of a mission, would he get a 100 point bureau bonus for each one?
TSA: The assassin would get a double bureau bonus only if the mission could not have succeeded without killing both arms bearers. Otherwise, agents will be gunning down local police for the purpose of gaining experience.

TSQ: If a character suffered from internal damage in any area except the head (there are already percentages for that), would he/she fall unconscious?
TSA: Internal damage resulting from weapon hits in locations usually considered non-lethal (hand, foot, arm, etc.) will not cause unconsciousness unless the character's Life Level drops to zero. If this occurs, the character is unconscious and will bleed to death in 5 minutes unless a trained person with a first aid kit gives immediate medical assistance.

Unconsciousness was included as a possible result of this type of wound in Issue #49 of DRAGON Magazine (also out of stock), where some optional rules for incapacitation due to damage were offered. These can be utilized if the Administrator wants to add extra touches of realism to his/her campaign.

Of course, in Hand-to-Hand combat, all damage applies toward unconsciousness rather than death (with the obvious exceptions of swordplay and knife fighting).

TSQ: Under "Fencing Purloined Goods," the rules say that characters may sell items to the Administrator. Does he/she pay full price or by the chart?
TSA: The price that the Agency is willing to pay for incidental stolen merchandise is entirely up to the Administrator. He must decide what the item is worth to the organization, and what it is worth to keep it out of the hands of the competition. Full price should never be paid for any item unless it has value unrelated to its physical worth (such as a politically sensitive document, a new weapon prototype, or incriminating evidence that could be used for blackmail, either by or against the agency). In such special circumstances, the price offered by the Administrator should slightly exceed what the agent could get selling the item elsewhere if at all possible. Note that this procedure only applies for merchandise acquired over and above normal mission requirements. An agent who is assigned to obtain a certain item and then tries to sell it to the highest bidder is, at the very least, a renegade and should be treated as such.

However, if the items in question do not have any particular value for espionage, chances are that the Administrator will not want to waste his time with them, and will send the agent to the Open or Black Market.

TSQ: The Power rating of a 10-gauge shotgun is 7, 1 point more than the maximum allowed by the Gun Design Rules. How should this be treated when designing this type of weapon? What would the PWV modifier be?
TSA: Your powers of observation are excellent. The Power rating of this weapon is inconsistent with what is covered by the rules. Power ratings for the items on the Weapons Chart were determined by comparing the sizes of the projectiles fired by each. Upon further calculation, it has been determined that on this basis, the Power rating for the 10-gauge shotgun should be 8. This has little meaning for the game outside of comparison value with the rest of the listed weapons.

For the time being, treat all Power ratings of 7 and above as 6 for purposes of gun design. Therefore, the PWV modifier would be +40.

TSQ: In the Admistrator File 001, "Operation Sprechenhaltestelle," there is a Quick Reference Code under Personnel Information (p. 21) and Human Targets. I have looked throughout the 001 File and the rulebook and cannot locate the Quick Reference Code Chart which tells me what each letter mean. Please tell me how to do this or where to find it.
TSA: The Quick Reference Code tells how each of the listed personnel is armed. The key to the code is in the TOP SECRET Espionage Role-playing game rulebook (2nd Edition) on pages 21-23 (Weapons Chart). The QRC letters are in the extreme left column, followed by the names and statistics of the weapons they represent.

THE LONE WOLF

by James M. Ward

Activated installations of the Ancients which have remained relatively intact until the time of the GAMMA WORLD game are without a doubt the best of all possible places for the characters to adventure in, whether they are new to the game or veterans with great power. Because these places are far and away the most dangerous areas in the endless list of possible game settings, there should be some type of aid given to the characters so that they do not loose heart and shy away from these areas. The Lone Wolf character, as either a player character or a non-player character, is perfect for balancing the deadliness of an Ancient installation with the power that can be gotten from looting such a place.

The Lone Wolf character (as a PC or NPC) is common to and may exist in every region of the GAMMA WORLD game setting. Non-player characters are by nature loners, and the GM may introduce the Lone Wolf NPC character to stimulate action in the game, or players may choose to play a char-

acter with a much higher than average grasp of technology than is usual in the GAMMA WORLD game setting. In either event, the character will never be too powerful because this type of character chooses to use his or her weapons in search of and survival against more technology of the Ancients, not against other player or non-player characters. The referee should feel free to give the player Lone Wolf bonuses for understanding newfound technology; this advantage over "average" player characters is easily balanced by the deadly areas that this type of character is constantly exploring. (For more details, see below.)

In GW terms, the Lone Wolf character (as either a PC or NPC) has the maximum number in one or more of their abilities. 75% of the Lone Wolf "population" has a Dexterity of 18. 50% have an 18 Constitution. 80% of them are Pure Strain Humans; the other portion appears to be Pure Strain Humans but are actually mutants with an unusually large amount of mental mutations.

All Lone Wolf characters use and maintain a major piece of Ancient technology and several minor pieces of equipment. In addition to this major piece, Lone Wolves have a missile weapon of some type. 50% of them have another general weapon (distinctly different than the aforementioned piece of Ancient technology) of the Ancients. If this general weapon is an energy weapon, they automatically have the means to recharge the power cells or they may have a large number of cells. Lone Wolf characters must always be on the move because they constantly need to search for parts for the their equipment so it does not fall into disrepair, and they do not wish to draw attention to themselves or their unusual amount of Ancient equipment and weapons and invite attack.

Lone Wolves have knowledge of an unusually high number of items of the Ancients, and have a bonus of 3 on their checks to understand an item of any type. Although they are conservative by nature, they will willingly lead a party to sights of Ancient technology, but will also demand the first pick of all items found during the adventure, and have the wits and strength to back up such a demand should a mutiny arise.

Lone Wolves constantly tinker with their equipment to increase its effectiveness. Even if their missile weapon is only a crossbow, it will invariably do more damage, shoot farther and faster; they might even install a trap so that no other character may safely use it. Although their weapons are superior to similar weapons found in ruins, Lone Wolves are very dependent on acquiring more knowledge of Ancient technology to discover new facets of the operation of their equipment.

Tool kits are very valuable possessions to Lone Wolves. They are always on the look out for tools of any type to add to their tool kits. Beginning player characters should be given simple hammers, files and chisels. They must look for more tools in the areas of the Ancients. When they acquire more items they may start using them to open electronically locked doors, or fix broken items commonly found buried all over the planet. The more tools they find, the greater the percentage chance to fix or modify an item. The GM should use a 5% chance on any given item as a base, and increase the percentage with continued practice on the part of Lone Wolves.

Paradoxically, Lone Wolves long to raise their social status, however, if players role play this character true to description, Lone Wolves will never raise very high in rank in any given region because they are a mercenary lot who work only for themselves, and do not take the time to benefit a village or Cryptic Alliance.

However, Lone Wolves *are* treated with great respect by all Pure Strain Human villages and all villages friendly to men. This respect grants them 1d8 villagers who will take on the challenge of adventuring in an area of the Ancients. They may also sell items of the Ancients to villages at double their usual value. Cryptic Alliances which commonly search for bits of Ancient technology will often employ Lone Wolf characters to act as a scouts, so they are often sought by Archivists, Followers of the Voice, and Restorationists. These groups are usually willing to advance the scouts equipment to aid them in their quest.

Lone Wolf characters are also excellent creature trainers. They are constantly on the lookout for young animals or creatures to train for their use, recogizing that such creatures will raise their chances for survival. Trained creatures are never brought into the deadly installations of the Ancients, but rather, stay and guard equipment left outside the highly dangerous areas. Lone Wolves may have from 1-3 trained creatures at any given time. The areas Lone Wolves travel result in a high turnover rate for these "pets." Brutorz, dog and cat mutations, and often some type of huge insect are common creatures to be trained by Lone Wolves.

The following is an example of a Lone Wolf character:

Name: Ren
Race: Pure Strain Human

MS: 16	IN: 18
DX: 18	CH: 16
CN: 17	PS: 16
Hit Points: 120	AC: 3 (Plastic Armor)

Weapons Systems: Mark VII Rifle WC: 14
Modified Damage: 12d6
2 Stun grenades WC: 87 2 Torc grenades: WC: 8

While flying in his Hover Car at high speed, Ren's engine fails and crashes in the forest, forcing him to leave his unit. He has dreaded the possibility of just this situation. He knows where an installation full of vehicles is, but he also knows that the installation is guarded by powerful robots and computer defenses, and is hidden in a sheltered valley. Ren could get past the automatic defenses, but needs help to overcome the inner defenses. He decides to locate a friendly village and enlist a band of men and mutants to help him get what he wants.

Ren has trained a matched pair of huge, mated falcons. They have been trained to fly overhead and watch for dangers ahead of him.

Names: Hekal and Jekal
Race: Giant Falcon

Land Speed: 1/200/3	Air Speed: 12/900/18
MS: 1d8	IN: 1d4
DX: 3d6	CH: 1d10
CN: 1d10	PS: 1d12
Hit Dice: 2d6	AC: 7
Attacks: Claws 1-4/1-4	Beak: 1-6

Mutations: None

The Giant Falcon is one of the least complex mutants of the GAMMA WORLD® game, having increased in size over the years so that it is from two to three feet tall for game purposes. The flyer has a tendency to nest near civilization and has been known to come to the aid of Pure Strain Humans during battle.

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D&D NAME MEANS MORE THAN JUST MODULES

A TSR Licensed product list

by Heidi Kilpin, TSR Licensing Department — with Andy Levison, Director of Licensing

Video games, toys, jigsaw puzzles, T-shirts! Look around, and you'll see the DUNGEONS & DRAGONS® and ADVANCED DUNGEONS & DRAGONS® names on a lot more than just games and modules these days.

We in TSR's licensing department have been busy working with companies like Mattel, Hasbro, and Coleco, to name a few, to introduce the DUNGEONS & DRAGONS and ADVANCED DUNGEONS & DRAGONS names to a wider audience. We feel that the wide variety of products bearing the DUNGEONS & DRAGONS and ADVANCED DUNGEONS & DRAGONS names will appeal to expert fantasy role-players as well as novice gamers. If you play the D&D® game, you might have a little brother or sister who doesn't understand everything about it, but that same brother or sister may really love the action figures or pen and poster sets. Licensed products also help create an awareness of fantasy role-playing in both parents and younger children.

We aren't just licensing products for your siblings, however. We've licensed products that we feel seasoned gamers can use and enjoy. Mattel's ADVANCED DUNGEONS & DRAGONS™ Video games are very challenging and exciting. The action figures produced by LJN are great for acting out battle scenes, and seem to be very popular with gamers, especially the STRONGHEART™ Good Paladin and WARDUKE™ Evil Figher Action Figures.

A great many products we are licensing are very visual and can make the game come alive. Amurol Products Company, for example, is producing monster trading cards on the back of its fantasy candy boxes. These candy figures are shaped like the monsters on the trading cards. The trading cards are really sharp, and the candy's pretty good too. Who would have thought that the world would be making candy based on a game?

The DUNGEONS & DRAGONS name will become even more visible this fall when the DUNGEONS & DRAGONS Animated Cartoon Show appears Saturday mornings on CBS.

The following is a complete list of TSR's licensed products:

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ARTIFACTS, RELICS, AND DM HEADACHES

by Roger E. Moore

There are several aspects of the AD&D™ role-playing game system that are often subject to game abuse, and the use of artifacts and relics is one these difficult-to-control grey areas. By definition, an artifact or relic is a unique magical item of extreme power that may have unintended side effects resulting from its use. Obtaining an artifact should require enormous effort on the part of the player characters, and it just may be that getting the artifact is more dangerous to a character's life than the quest to find the artifact.

Unfortunately this is not always the case. There are campaigns in which characters find it exceptionally easy to get hold of an artifact, and it is not uncommon at times to find adventuring groups who have many or all of the artifacts listed in the DMG and an assortment of the other ones as well. A lot of people who play what they consider to be balanced AD&D games heap scorn on the heads of such players and their characters. But the players are not so much at fault as the DMs who let them get such items to begin with.

A DM may claim, with a little validity, that the DMG allows the chance for characters to regularly obtain artifacts by including them in the random-roll magic items tables. This is true, but just because someone happens to roll up the *Eye of Vecna* while laying out a first-level dungeon doesn't mean that he/she should include such an item anyway. This violates common sense in maintaining game balance, and guarantees that the campaign will get knocked out of kilter. The only way a player character can get hold of an artifact is for a DM to arrange it that way; the DM is completely responsible for such an event. It would be a good idea to ignore or cross out the reference to "Artifact or Relic" in Table (III. E.) 1 on p. 122 of the DMG. Instead, these devices should be introduced in a manner completely under the DM's control.

Consider game balance if using artifacts and relics in your campaign. How powerful will an artifact be? Table V: Prime Powers (p. 163 of the DMG) is worth looking at here. This lists some of the greatest powers that an artifact or relic could possess. Some of them may be *too* powerful for a referee's tastes; I wouldn't like to have a character gain an item that gave one *Wish* or *Resurrection* spell per day. An item like that makes the challenge in getting through a campaign fall like a lead weight.

There's nothing wrong with rewarding characters with good treasure, but there is something very un-rewarding in giving the characters everything they want. Even an artifact should be very carefully designed to keep things from going out of control.

Artifacts should be chosen with the overall campaign in mind. If the campaign's universe has nothing to do with the WORLD OF GREYHAWK™ Fantasy Setting, some of the DMG's artifacts (the *Cup and Talisman of Al'Akbar*, for instance) would not be available and others, generated by the DM's fertile imagination, might be. It's a good idea to avoid gifting them with too many powerful abilities, even if

they are supposed to be exceptionally large and mighty. As a rule of thumb, the *Mace of Cuthbert* in the DMG is a good example of a low-power (using the term loosely) artifact, while the *Machine of Lum the Mad* might prove too much for most campaigns to

absorb. Powers should be consistent with the nature of the device; an artifact related to an oceanic deity would not likely allow one to fly or animate zombies, but might have powers that allowed one to summon and control sea creatures.

Having designed some artifacts for a campaign, the question arises of how to use them in scenarios. DMs may occasionally drop tales and legends concerning certain artifacts to the players as part of the overall campaign seasoning. The full range of powers and abilities that an artifact has should not be given; only those relevant to the events in which they figure would be described. Tales concerning artifacts and relics should not always be particularly accurate, either; it may not be true at all that the *Eye of Vecna* gives off a *Death Ray* once per melee round. Tales grow in the telling, as everyone knows, and tradition may suggest that an item may be able to do such-and-such when in fact it does nothing of the kind.

The other side of the coin is that what one does *not* hear about an artifact could be more important than what is known about it. The unknown and potentially devastating aspects of artifacts should be carefully considered and played upon by DMs when dealing with items like these.

In a way, an artifact or relic is virtually a character in itself. These devices have been around for ages, hundreds or thousands of years, and have survived countless major events that few living beings might now remember. They are dangerous to tinker with, granting either might and power to their user or destruction, ruin, and death (or worse). No artifact should ever be fully predictable; no one should ever (if possible) know the full range of any artifact's capabilities. Some DMs hand players a note completely describing their character's relic, all of its good and bad points, and let them take it from there. This gives the characters too much power at once, and strips all the mystery and glamor away from the item, making it no better in a way than a +1 dagger; more powerful than a +1 dagger, but no more mysterious. The players will regard the relic as just another thing for their characters to carry around to blast the monsters apart.

All too often it seems that artifacts don't get no respect, and this is a situation that the DM can take pains to rectify. Those who have read Michael Moorcock's *Stormbringer* novels have an excellent idea of the possible consequences in utilizing a major artifact; these things can be dangerous! The *Sword of Kas* is not just a sword; it is a sentient being with a mind and will of its own, fully able to lead a character to complete destruction. The *Wand of Orcus* is not just a wand; it is the toy of a god devoted to death and the spreading of wickedness and evil, and reflects the nature of its creator in its powers. Even a good-aligned item like the *Mace of Cuthbert* could have powers that are not (from some characters' viewpoints) beneficial; maybe it causes the user to go on a quest once a month for the cause of good, a quest in which the character will not benefit in any material way (emphasizing humility, of course). In an old campaign of mine, a paladin character managed to get his hands upon the sword *Excalibur*. He was pleased enough with it until he discovered that the sword would attempt to possess him at odd times and send him on a quest. It got to the point where the the paladin began using any other weapon at hand rather than be forced to draw *Excalibur* and risk being sent off questing across the countryside, with his allies in mad pursuit.

Another example: Earlier editions of the DDG carried descriptions of Michael Moorcock's characters from the *Elric of Melnibone* series, and a full description of Elric's sword, *Stormbringer* ("possibly the most powerful magic weapon possessed by a mortal anywhere"). It's not uncommon to find a character who owns this weapon or its twin, *Mournblade*, in AD&D™ game campaigns. The characters (and their players) feel that they can completely control the sword and use it regularly. However, looking back at the Elric books, it becomes apparent that not even Elric could control his own sword, and *no one else* but a member of the royal house of Melnibone was supposed to be able to use *Stormbringer* (Elric was the last of his line). Characters in AD&D games who grasp *Stormbringer* could be instantly and irrevocably slain or life-drained, *no saving throw given*, at the DM's option.

The idea of uncontrollable weapons may be used to good effect in an adventure in having similar evil artifact swords. Whenever an especially low number is rolled "to hit" with the weapon (exclusive of *all* bonuses of any sort), the sword could turn in the user's grip and automatically attack the nearest ally with all bonuses "to hit" and for damage applying. If no ally is available, ho ho, the sword attacks its user with all bonuses applying. This system was used to satisfactory effect in a number of campaigns I've been in, and evil artifact weapons generally become unpopular in short order. Similar effects may be grafted on to other magical weaponry in AD&D game play; *Blackrazor* (from D&D game module S2: *White Plume Mountain*) and the *Sword of Kas* come immediately to mind.

This brings up the question of when it would be possible to actually introduce an artifact into the campaign. For the most part such an introduction should be left up to the characters. If, having heard some of the tales about various artifacts, they decide to track one of them down, then the DM can draw up a string of adventures that will (possibly) lead the characters to such a device. However, there may be false leads, or copies of artifacts (of small power and with unpleasant traps built into them) might exist that are

mistaken for the real thing. The series of adventures leading to either a false lead, false "artifact," or real artifact could be frustrating or dangerous in any event. One Dungeon Master I know, Bill Kurtz, ran a dungeon wherein it was said a copper ring existed that would allow a magic-user to gain several levels of ability automatically so long as the ring was worn; when the player characters entered the dungeon, however, they discovered that whole areas of the complex were filled with normal copper rings that exactly matched the description of the artifact. I once allowed a group to come into possession of what they believed was the *Wand of Orcus*: however, the item was a false device that would, for several times running, give off a *Death* spell but after a set number of uses automatically slew the user. Players should not grow over-confident when hunting for relics.

It is a good idea, when giving out stories and clues on the artifacts, to avoid making the clues very clear or frequently encountered. Paying a bartender to get information on the location of an artifact will get the characters nothing but useless chatter. At worst, it could get the characters slain by enraged citizenry; consider how you would react if you were contacted by a group today that was actively seeking to find or build a nuclear weapon. The attitude you have about that may give you a great deal of insight into how normal citizens in the AD&D game world feel about major artifacts, whether evil or good.

The above comparison may be taken even further. Everyone today is aware of the existence of nuclear weapons, and people have a general idea of what they do, but when pinned down to specifics, it is difficult to find anyone who can tell you what their exact capabilities are. Those who *do* know often aren't telling. Universally, you will not be likely to find people who want such things around themselves. Most people would have a deep distrust, to put it mildly, of anyone they knew who owned an H-bomb. Apply all of the above to AD&D game world citizenry and their feelings about artifacts in general (evil artifacts specifically). Maybe good-aligned people would find a cure for all forms of cancer to be a wonderful thing, as some people feel the Space Shuttle to be a wonderful thing. But even good things, in the wrong hands . . . .

These points are made to give depth to the idea of a player character actu ally gaining possession of a major artifact or relic. These things are more than just strong magical items. They have an aura about them, a part in the cultural fabric, and ownership of such devices can have severe political and social implications. If a dwarven character comes back from an adventure with the *Axe of the Dwarvish Lords*, other dwarves hearing this may want the character to take the item to the nearest dwarven kingdom so the king may use it. Some evil dwarves might wish to gain the Axe for themselves, and some dwarves (if the character who gained the Axe is of exceptional ability) might want the character to be the new king, or whatnot. The political and social situation will be plunged into turmoil; a character had better be good at keeping his or her head above water. Imagine, too, the possible consequences if a non-dwarf came back with the Axe: continual attempts to take back the item by dwarves of every sort? rioting? warfare on a broad scale? The DM's imagination will form the limits to what is possible.

With the above in mind, picture the effects if a character gains the *Wand of Orcus*, *Hand of Vecna*, or other exceptionally evil and powerful relic. Picture how the FBI, the CIA, the U.S. Army, and other agencies would react if somebody actually built or stole a nuclear weapon. This doesn't speak for how other evil creatures would react; very likely there would be extreme rivalry among evil creatures to gain possession of the device in question, a no-holds-barred, no-quarter-given fight to the death for all concerned.

To illustrate this, another game I refereed involved three player characters of very high levels who sought the *Wand of Orcus*; though all were evil, all were of different religious persuasions. Once the Wand was found, I began passing notes to the players. The character who worshipped Asmodeus began having dreams that hinted that his deity wished him to take the item to lessen the power of Orcus. Another character began to want the item for his own, seeing that he could have extreme power if he possessed it. The third character worshipped Orcus, and was bound and determined not to give the item up. The result was an adventure filled with double-crosses, calculated assassination attempts, and a final duel between an evil Grand Master of Flowers and an Archmage/Lord. The characters picked up on the clues readily enough and fulfilled the nature of the Wand: "to wreak chaos and evil upon all living things" (DMG, p. 162). Poetic justice, indeed.

What purpose is there in having artifacts at all if they are so dangerous? Artifacts and relics serve higher purposes. The *Mace of Cuthbert* is a servant of good, and of St. Cuthbert's religion specifically. The *Axe of the Dwarvish Lords* exists to further the ends of the dwarven people. The DM may introduce artifacts in such a way as to make their ultimate purposes clear after some investigation on the characters' parts. It could be arranged for them to eventually gain possession (if not control) of an artifact so that some greater need not necessarily of the characters' designs is met.

In The WORLD OF GREYHAWK™ fantasy setting, it might happen that the Church of St. Cuthbert would fall upon hard times brought about by the manipulations of evil forces. High-level characters might find that a final confrontation is coming between the defenders of the faith and their allies, and those who would wipe it out forever. The *Mace of Cuthbert* is needed but has disappeared. A similar situation occurred in Terry Brooks' novel, *The Sword of Shannara*, when a powerful magical sword was all that stood between victory and defeat for the forces of good. The unmaking of the One Ring was the great quest in J.R.R. Tolkien's *The Lord of the Rings* trilogy, which points out that it might not be the gaining and use of an item that is required, but the *destruction* of an artifact. This would lessen the power or cause that the artifact promotes.

Artifacts are not toys for characters to deck themselves out with. They form an active part of a campaign world, furthering the aims of forces greater than mortal. Characters who become involved with relics of power must tread carefully, and must consider the great risks they are taking. No one can claim to do more than possess a relic, if even that is possible (some relics may well possess their "owners"). It is the Dungeon Master's responsibility to see that artifacts and like items are given the respect they deserve, and to mete out rewards or doom as the situation calls for. For high-level and carefully monitored campaigns, introducing an artifact can provide adventure enough for many sessions of entertaining play.

CWI-Con AND EAST CON

RPGA™ HQ attended three conventions this summer: CWI-Con, East Con, and GEN CON® XVI Game Fair. The attendance, sales, and organization of these conventions, combined with a couple others attended earlier this year, will determine the future attendance of regional conventions by the RPGA HQ. (For information on future conventions, see the article in this issue, The Future of the "Net.")

In May of this year, RPGA HQ traveled to Chicago to attend CWI-Con. In addition to the RPGA Tournament, RPGA HQ also took booth space so Network members could purchase our items on the spot instead of ordering them through the mail. The only problem was there were very few members in attendance. As a matter of fact, there were very few role-playing gamers, period. Apparently the convention authorities changed the emphasis of this year's convention to primarily historical or boardgames, thus we had a hard time filling even our 100 person tournament. The tournament was a preview of Castanamir by Ken Rolston, a set of modules that RPGA HQ will be releasing early in '85. It was received very favorably by those who played in it; many commented that it was a "thinking" contest and not just a "hack and slash" adventure. Because of the small turnout, RPGA HQ decided to advance everyone to the final round so they could finish the adventure. As a result, HQ also decided to have just one winner in the entire tournament. The winner was Phil Polli of Elk Grove, IL.

We certainly had no problems with the judges at CWI-Con. Our thanks to Glen Swanson, Jay Tummelson, Darren Brooks, Peter Lundbergh, and Andy Caldwell for really cramming at the last moment for a very difficult judging duty.

The problems RPGA HQ had at East Con were of a different nature. TSR, Inc., and RPGA HQ sent a group of people to Glassboro, New Jersey, to man a booth there and run three tournaments. We had understood that the convention authorities were going to provide us with the necessary judges and rooms for our 300 member capacity RPGA Network Tournament. Troy Denning of TSR's Design and Editing departments was good enough to attend East Con as the RPGA Network representative. He suspected something was amiss when the coordinator for the AD&D® Game Open, Jim Ward, was informed that no judges had been arranged for his tournament *and* that the tournament was oversold by about one hundred gamers. Troy dashed through the convention and quickly secured a stalwart band of DMs just in case. Sure enough, there had been no arrangements made for RPGA Network tournament judges either. Feeling confident that he had headed off a major disaster, Troy then checked the times and spaces that were advertised and available for our use. To his horror he discovered that arrangements had been made for an 80 person tournament, not the 300 that we had prepared for. We then had to turn hundreds of gamers away when we would have loved to accommodate them.

Still, those that did get to play were pleased with Jeff Grubb's "Ravager" scenario, which dealt with a party's attempts to stop the infamous "Ravager," a supposedly invincible bandit lord who swooped out of the desert, conquering all that he encountered. The top five winners in this *Members Only* event were:

Bill Ramey, Fort Meade, Maryland
Mike Kelly, Port Ewen, New York
Dave Lichauco, Pleasant Valley, New York
Steve Bresson, Hanover, Maryland
Gordon Gover, Stamford, Connecticut

Our many thanks to Tom Vail, Richard Ramsden, Noel Bergman, Al Hartman, Mike Mangieri, Ethan Gallogly, Evan Bergman, and our own Penny Petticord and Troy Denning for volunteering their time and being such great judges.

A week later, after our hardy crew returned, tales of the pessimistic tone of the Members Meeting were relayed to RPGA HQ. Apparently a number of gamers thought that East Con was a TSR convention and that we were to blame for the multitude of mix-ups. Let me offer my sincerest apologies to our eastern members for not being able to offer you everything we wanted to. That's one of the problems of attending conventions organized by other people.

As this is written, we are preparing for GEN CON XVI Game Fair (see the article in this issue on that convention). We know that it will be a very good convention for us because of the amount of preparation TSR, Inc., can give to its own conventions. But over the past year we've attended and been disappointed by a number of conventions. This definitely is a problem area, and RPGA HQ's immediate plans for future conventions have been colored by these difficulties.

Attention Members!

RPGA highly recommends that you look into WALDENBOOKS' new **Other Worlds Club**. In addition to discounts on specific fantasy and science-fiction books, the club also offers **Other Worlds** members discounts on DUNGEONS & DRAGONS® and ADVANCED DUNGEONS & DRAGONS® products.

Membership is free.

GEN CON® GAME FAIR XVI

or Reflections of an Exhausted Coordinator

by Kim Eastland

It is the week following GEN CON XVI Game Fest. Numbness has settled over TSR and most of the thousands of gamers, judges, and dealers who've departed for another year of anticipation. Post-con letdown and fatigue settles heaviest on the excellent GEN CON Game Fair staff and tournament directors whose efforts were required for extended periods of time. The RPGA™ Network Coordinator feels like he's down for the count.

It isn't really a *physical* pain, mind you, just an exhaustion, the likes of which I've only experienced after playing AD&D™ game adventures for twelve hours straight. That was many years ago . . . in my youth. Now my mind fogs, my words stumble over themselves, and I have this fixed look of bewilderment on my face.

It will end, this convention confusion, in a few more days, but for now I'll enjoy it fully. "Enjoy it?" you ask. "How could anyone enjoy that kind of fatigue?" Quite simply, it's enjoyable because of the images which flit about in my echo chamber of a skull. There are images of friends and acquaintances I rarely or never see except at GEN CON Game Fairs; memories of anxious members perusing the RPGA Network booth for new goodies; reflections of jubilation in the faces of players as they are announced winners of this or that; and among this, the constant drone of voices recounting recent and past adventures in a variety of worlds. It's a role-playing gamer's utopia.

The weather outside my office window is dark green; one of those weird stormy days that looks conjured instead of natural. It's difficult to remember that a scant week ago the sun was beating down and raising temperatures above the 100 degree mark. Inside the dealers area it grew sultry, yet I never heard a dealer lose his or her temper or display rudeness to fans, even when it was obvious that no purchase was going to be made.

This year the GEN CON Game Fair staff expanded the convention to a second site to accomodate the extra 100 events picked up late in the season. The results of this experiment weren't all positive, but although last minute changes were made and some of our tournaments were relocated, the individual tournament directors adapted beautifully.

There were *some* problems, of course. There always are — just as there is always going to be someone who wants to magnify little difficulties until one would think that the end of the world was near. Contrary to the attitude of the doomsayers, the overall tone of the convention was the most positive I've ever witnessed.

The RPGA Network members flooded various tournaments (the D&D® and AD&D game events were the best attended), and enjoyed themselves immensely. Their feedback was constructive and will definitely be taken into account and play a part in determining the direction of RPGA HQ's involvement in GEN CON XVII Game Fair (this will be discussed further at a future date).

This year's Saturday night Members Meeting was more of an informal sit-around-and-yak affair than a press conference. The only problem connected with the Members Meeting was that it conflicted with tournaments being run on Saturday night. Next year we'll probably hold it during the day and try to retain the same "get-together" atmosphere. My thanks to Mary Kirchoff, Jim Ward, Frank Mentzer, and Penny Petticord for taking the time out of their tiring schedules to show up and "rap" with the members. Also, my deepest apologies to Sonny Scott, Randy Solo, and Steve Lierly for not being able to play in E. Gary Gygax's WORLD OF GREYHAWK™ game scheduled for Saturday night. I had assumed Gary had been given the exact location and time of the meeting, a grave error on my part. Plans are currently in the works to bring these Membership Drive winners back to Lake Geneva in the fall or winter so they may receive the remaining treasure from their "quest."

RPGA Network members excelled in many of the tournaments. Roger Jarret and Shawn McGinnis, whose pilots flew a Pfalz DXII and a Fokker DVII(160) respectively, finished as the top two players in Mike Carr's RPGA Network DAWN PATROL™ game event. Steve Null was the top RPGA Network tournament player in Carl Smith's BOOT HILL® game tournament. In Merle (The Administrator) Rasmussen's TOP SECRET® game tournament, four of the top 6-person team were RPGA Members: Mike Taglianetti, Ron Sladon, Kevin Rice, and Mike Thomas. "Tag" was awarded the best player plaque. The first and second place survivors of Jim Ward's GAMMA WORLD® game tournament were RPGA Network "muties" Ben Kowing and Chuck Bachman (surviving until the last round with Gamma Master Ward is remarkable — winning is miraculous).

Ranking high in the RPGA D&D game tournament, coordinated by Jeff Grubb, were members George Marino, James Alan, and Bruce Anderson. Meanwhile, Roger Moore, rakish DRAGON® Magazine manuscript editor, constant POLYHEDRON™ Newszine contributor, and last minute pinch-hitting tournament director, held his AD&D game tournament. Once again, this team advancement event showed the quality of our members' role-playing abilities. On the top 8-person team, four were RPGA Network Members: Russel Werner, Andrew Kovacs, Pat Ford, and Jay Schwendler. Russel captured the top player award for the entire tournament.

If anyone had a reason to be pleased with the outcome of the RPGA Network Tournaments, it was Kelly Foote of Warrensburg, Missouri. On Thursday, Kelly swept through Mark Acres' GANGBUSTERS™ game tournament, along with members Don Bingle, Rich

Bingle, and Jay Johnson, and by nightfall, Kelly had blasted his way into first place to win the tournament. Two days later, he repeated his first place performance by zooming through Dave Cook's STAR FRONTIERS™ game tournament. Two first place wins in two different tournaments dealing with two different genres of role-playing games written by the games original designers . . . quite a feat!

Countless other members played in, won, or judged other events at GEN CON® Game Fair XVI, including two Arcanum events and the AD&D® Open, but at the time of this issue's publication not enough information has been collected to reliably report on their status. Let it suffice to say that the vast majority of members who attended played well.

I'd also like to give a big HQ thank you to all the event directors and judges who helped us this year. Without their assistance, no events would have existed. It was not possible to use the Players side of the Tournament Scoring System for every event at GEN CON® Game Fair, but the ones we did receive are still being processed; these results will be published in POLYHEDRON™ Newszine.

On the last day of the convention you could see that people were exhausted; fans, judges, dealers, players — all weary from the excitement and energy of an enjoyable gaming convention. Drooping gamers who wearily trudged with their dice, games, and paraphenalia under one arm, plastic bag full of new stuff under the other, trickled out of the site like ants going home from a picnic — home to rest up from "vacation," home to tell their friends about their adventures, new products, and new people they'd met, home to begin thinking about next year's convention.

The marvelous thing about a good convention is that as time passes, one forgets the exhaustion, the small disappointments, and the other minor difficulties. What stays in one's mind is the fun, the victories, and the growing anticipation for next year's GEN CON Game Fair.

1983 RPGA™ MEMBER RANKING

The following is a list of RPGA Network members whose tournament scores were 100 points or over by the end of the 1983 tournament "season." The totals are derived from scores RPGA HQ has received from a number of member-run mini-conventions, GEN CON® South Game Fair, East Con, CWI Con, Emperor's Birthday Party, and GEN CON XVI Game Fair.

Kelly Foote	2300
Dave Axler	1500
Jim Hanan	1150
Ben Kowing	1150
Steve Null	1150
Mike Taglianetti	1150
Russel Werner	1150
George Marino	1125
Bill Ramey	1125
Matt Rupp	1125
Brad Marko	1050
Shawn McGinnis	1050
Ron Sladen	1025
Marnie Bosch	1000
Ken King	1000
Randall Lemon	1000
Jim Quinn	1000
James Thorpe	1000
Chris Weiser	1000
Chuck Bachman	900
Andrew Kovacs	900
Shawn Millin	875
Noel Bergmen	850
Mike Kelley	850
Don Bingle	800
Roger Jarrett	800
Doug Smestad	750
Mike Sutton	750
Roger Werder	750
Pat Ford	650
Tim Rathjan	625
Dave Lichauco	600
Taurus Oslapas	575
Rich Bingle	550
Steve Lierly	550
Francis Fleming	500
Bob Jeffries	500
Jay Schwedler	500
Sonny Scott	500
Bob Stiegel	500
David Waksman	500
Jeff Weiss	500
Patrick Desmond	400
Steve Bresson	375
Jennifer Eckhardt	375
Jay Johnson	300
Gordon Grover	250
Steve Grover	250
Al Hattlestad	250
Robert Righetti	250
Terril Rogers	250
Jonathan Tallman	250
Gary Zeal	250
Joseph Adlesick	175
Rich Pichnarczyk	175
Kevin Rice	150
Mike Thomas	150
James Allen	125
Bob Atchison	125
Gary Birnberg	125
David Johnston	125
Michael Laird	125
Richard Pell	125
Richard Rubenstein	125
Gary Rumain	125
Joe Schmidl	125
Bruce Anderson	100
Darold Bragg	100
Larry Bugal	100
Kevin Feeney	100
Chris Kulp	100
Stan Ladue	100
Dave Lawson	100
Tom Lewis	100
Rich Lichauco	100
Paula Peas	100
Daniel Pei	100
Kevin Shelly	100
Barry Young	100

AMBUSH ON LOSSEND

by Steve Winter

Lossend, in the Timeon star system, is famous for its copper and diamond mines. LRM Enterprises is the largest mining interest on the planet, but several other large companies and many small operators and independent prospectors also have claims on the planet's surface. The sun shines for 40 hours during the day, pushing temperatures up to 55 degrees Celsius. During the 30-hour nights, the temperature drops to freezing.

While waiting for a connecting flight at Lossend's orbiting starport, Diamond Station, the player characters are approached by an LRM agent with a job offer. LRM needs beings from outside the company to drive supply trucks from LRM's main surface installation to one of its mining camps, a round-trip distance of about 2,600 km. The trip takes 50 to 55 hours. LRM Enterprises will pay the characters 1,000 credits apiece plus free passage out of the system on the next available company transport going their way.

If the characters accept the job, they are put aboard the next shuttle flight to the surface. The shuttle arrives during Lossend's long, cold night. The characters are driven by aircar to LRM's corporate headquarters for a briefing on the mission.

The briefing is conducted by LRM's chief of security, Col. Liif Ban-Nep, a Human veteran of the Star Law Rangers. The briefing can be read aloud to or paraphrased for the players.

"The transport cartel here on Lossend is striking the mining companies, demanding more compensatory time off for drivers who make long hauls. It's not that we don't want to honor their demands, but our markets are depressed right now and we can't afford to hire the extra drivers that would be needed. That means our camps have been living on emergency supplies for the past eight days. Camps are set up so they can last 60 days without resupply, but a fire at Northslope Camp 7 has destroyed most of the emergency stores. In two days those miners will be alternately roasting and freezing, and starving in between, unless we get several truckloads of food concentrates and parabatteries through to them. We'd fly these supplies up, but none of our air vehicles has the range or capacity to do much good, and the camp hasn't the facilities to land or launch a shuttle.

"The trucks are loaded and ready to go. You're scheduled to leave as soon as possible. The camp is about 1,300 klicks up the Northslope road. You can average about 50 klicks per hour, so you should reach the camp in less than 30 hours. Each of the transports has two extra parabatteries wired into the cargo compartment so you can make the round trip without refueling; the camp has no parabatteries to spare.

"I won't try to fool you people; this could be dangerous. We suspect that the fire was started by cartel sympathizers, and the same people may try to stop this shipment. You can draw weapons from the munitions master before you leave. Any questions?"

Ban-Nep will answer questions about road conditions, directions, and preparations, but will downplay the dangers, and will not mention hijackers at all. He will stress that the best protection for the convoy is in leaving quickly, before any saboteurs find out about the trip.

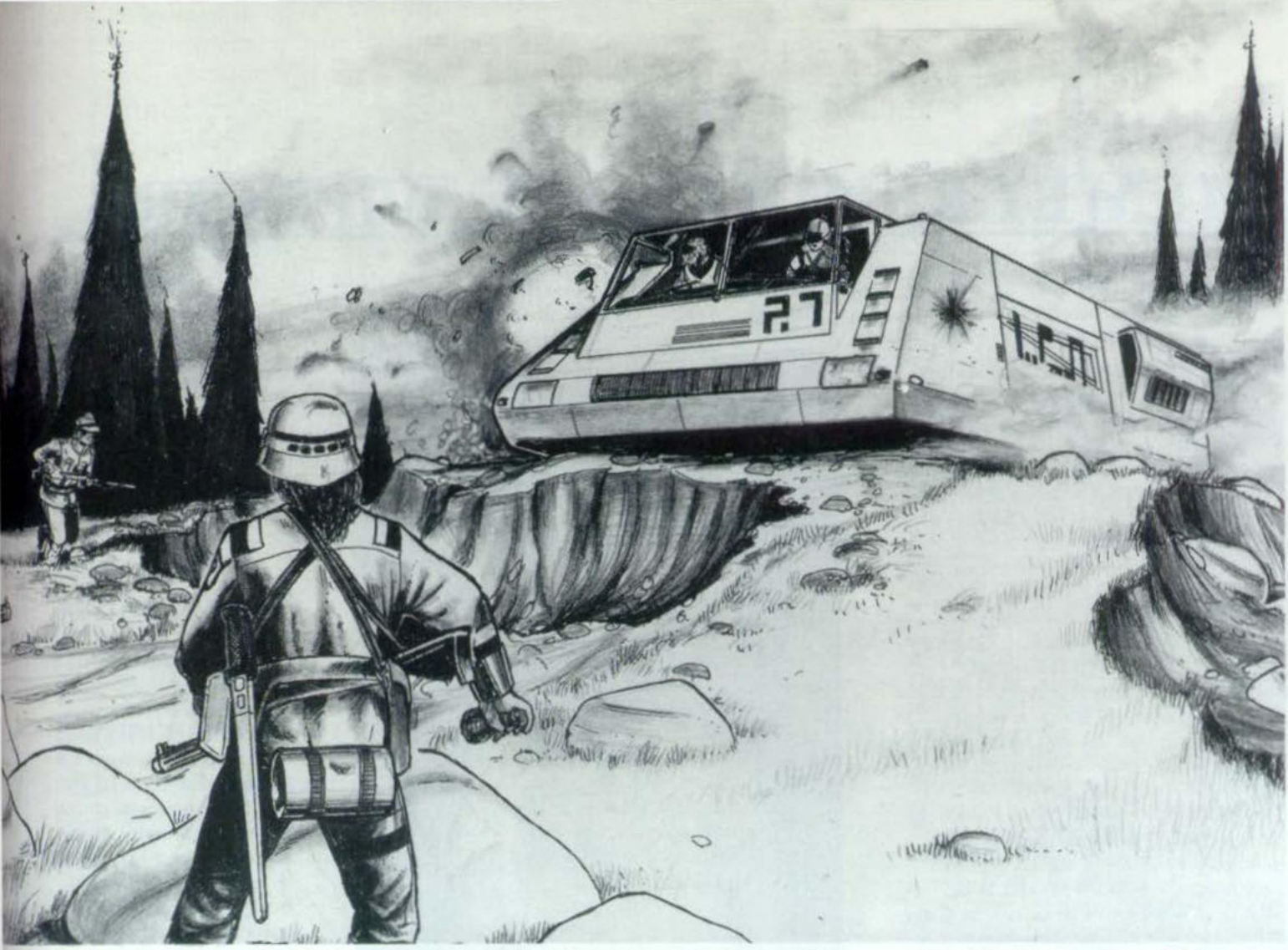
The characters can draw one sidearm, one shoulder-fired weapon, and up to 20 clips of ammo for each from the munitions master. No heavy weapons or poison grenades are available, and none of the trucks carry any weapons.

The supplies, in sealed standard reinforced cargo containers, are loaded into LRM hover transports. The number of transports equals the number of characters divided by two, so that each truck has at least two passengers. One character can rest or act as an observer while the other drives.

When the characters are ready to leave, roll 2d10; the result is the number of hours until sunrise.

The Northslope Road passes through several hundred kilometers of scrub brush and rolling, rocky hills before reaching the base of the Northslope, a rising plain covered with low woody plants and thousands of boulders. The smallest of these boulders are only a few meters across, while the largest tower hundreds of meters over the road. The road is surfaced with crushed rock, and is not in particularly good condition. The first few hundred kilometers are fairly straight and level, but the road becomes a twisting, serpentine track once it reaches the Northslope boulder fields and canyons.

Ban-Nep's briefing, of course, is almost entirely untrue. The transport drivers' cartel is not on strike, and there is no emergency at Northslope Camp 7. LRM transports are disappearing along this road, and Ban-Nep is using the player characters as bait to find out what is happening. The cargo containers in the transports are filled with



gravel and packing material. Suspecting hijackers, Ban-Nep has spread rumors through underworld contacts that the trucks are carrying upgraded computer programs, records on company procedures and installations, new prospecting equipment, and the monthly payroll for the camp. Unknown to the players, a single aircar carrying extra parabatteries and computer-enhanced optical ground scanning equipment is tailing the convoy at high altitude, filming the convoy and trying to locate the suspected hijackers' hidden base.

Hijackers will attack the convoy as it passes through a narrow gorge on the Northslope. The attackers are armed with enough heavy weapons (heavy lasers, machine guns, recoilless rifles, and rocket launchers) that one heavy weapon can be fired at each truck in the convoy. The attackers concentrate their first shots on the first and last trucks, hoping to stop those trucks on the narrow road and trap any others between the two wrecks. The weapons are positioned 50 meters from the road on both sides, behind hard cover. The gunners have +20 skill bonuses to hit with the weapons, and the transports are large targets. The hijackers will use doze grenades fired from grenade rifles to capture any characters who abandon the trucks. If the characters refuse to surrender, the hijackers will try to fire doze grenades through the windows of the vehicles (shooting out the windows with small arms fire, if necessary). The hijackers outnumber the player characters in the convoy about 2 to 1.

Ten minutes after the convoy is captured, a heavy jetcopter with a cargo sling arrives and the hijackers begin transferring the cargo crates back to their base. Once the first crates are opened at the hijackers' base, the outlaws (and the characters) discover the trick. When the jetcopter returns to the road, the hijackers open all the crates immediately and find nothing but gravel and packing foam. The angry hijackers set off incendiary grenades in the cargo containers and empty vehicles and head back to their camp, taking the captured characters along.

The hijackers live in prefabricated buildings stolen from LRM camps and trucks, and covered with camouflage netting. The characters will be kept under guard in one of these buildings.

After five hours, the camp is attacked by 20 LRM security police armed wtih needler rifles (firing anesthetic needles) and laser pistols, and 6 LRM police armed with grenade rifles (firing doze grenades) and automatic pistols. All LRM police wear skeinsuits and albedo screens. Unless the characters find some way to identify or protect themselves, they will be mistaken for outlaws, attacked, and captured.

If captured as outlaws, the characters will be in constant danger until released. The real hijackers think the characters were working with LRM, and will attack them at every opportunity while in jail. Ban-Nep will look for the characters if they are still in jail 15 hours after being captured.

Once released, the characters will be de-briefed and paid according to the agreement, plus 1,000 credits each as a bonus for hazardous duty.

MEMBERSHIP DRIVE WINNERS

The 1982-83 RPGA™ Network Membership Drive was one of those strange races that was slow to start but had a heated finish. Although a number of members brought a few friends into the ranks, very few members actually made a concentrated effort to hunt down prospective applicants. Our winners are a different story.

First place recruiter Clyde "Sonny" Scott, of Little Rock, Arkansas, attended numerous conventions, including GEN CON® South Game Fair and Chicago's CWI-Con, in pursuit of fresh prey. He even held a small convention of his own to promote gaming and the RPGA Network. For his efforts Sonny received an all expense paid trip to GEN CON® XVI Game Fair in Kenosha, Wisconsin held a few weeks ago *plus* numerous other goodies; among them a prize seat in E. Gary Gygax's AD&D™ WORLD OF GREYHAWK™ game to be run by Gary himself specifically for Membership Drive Contest winners.

Randy Solo, our second place recruiter from Chicago, was hot on Sonny's heels during the entire drive. When asked at CWI-Con if he thought he could catch up with Sonny's score he shrugged and said he really didn't need to be in first place because he was only a couple hours drive from the GEN CON Game Fair site anyway. Second place would be just fine, he went on to explain, because that would cover his room and board and assure a seat in Gary's game. Randy didn't rely on attending or creating massive gamer gatherings to recruit members in spurts throughout the year, but rather, kept a constant flow of new members coming into the Network.

Our third place recruiter, Steve Lierly of Davenport, Iowa, approached his goal in an entirely different fashion than either Sonny or Randy. Steve is a member of the *Alliance of the Griffin*, an RPGA Network Guild headquartered in western Illinois. Since he attends the University of Iowa in Iowa City and couldn't always make it home for regular gaming sessions he decided to start a U. of I. branch of the Alliance. When he found gamers who wished to join the Alliance he'd introduce them to the joys of the RPGA Network, thus creating a new gaming club, establishing new friendships, and winning his prizes all at the same time. Steve will also have free room and board for GEN CON XVI Game Fair *plus* a seat in Gary's upcoming game.

In addition to the top three recruiters, dozens of members received gift certificates, belt buckles, and other prizes for introducing their friends and fellow gamers to our ranks. Hundreds of new members have joined us as a result of the Membership Drive. We welcome them to the "Net" and thank all of our recruiters for a job well done.

Sonny Scott

Randy Solo

CONTEST OF CONTESTS!

Subject

New character items or weapons for role-playing games.

Who can enter

Any RPGA™ Network Member who keeps his/her membership current during the run of the contest (a membership good until May of 1984.) No member of TSR, Inc., TSR, Venture, TSR, Entertainment, or TSR, International or their families may be eligible.

What to enter

Describe any item or weapon that you have created for use in one of TSR's role-playing games.

General rules

- Entries must be typed or printed legibly in ink, and double spaced on up to two sides of an 8½" x 11" sheet of paper.
- Any artwork submitted in regard to a submitted item *must* be done in black ink on white paper to be considered for publication with the winning entry.
- No entry may be a vehicle, building, installation, robot, organic creature, or spell. The purpose of the contest is to test creativity by designing usable items that do not overwhelm game balance.
- Entries must comply with the official published rules for the TSR game it is designed for.
- A completed entry form, or a copy of one, must be completed for each entry.
- Include the information given on the entry form on the actual entry.
- Entries will be judged, first and foremost, on originality, usefulness, and adherence to the rules of the game for which it was designed. Entries that frequently violate the generally accepted principles of English grammar and spelling will not be judged as favorably as those that comply.
- Entries must be postmarked or otherwise registered for mailing no later than March 19, 1984. The winning entries will be published in POLYHEDRON™ Newszine issue #18.
- All entries become the property of RPGA HQ and cannot be returned.
- Mail entries to:
  POLYHEDRON Newszine Editor
  Dragon Publishing
  POB 110
  Lake Geneva, WI 53147
- Entries that violate any of the above contest regulations will be excluded from competition.
- The decision of the judges is final.

Prizes

Grand Prize: A life-time membership to the RPGA™ Network.
First Runner-Up Prize: A 10 year extension to an RPGA Membership.
Second Runner-Up Prize: A 5 year extension to an RPGA Membership.
Third Runner-Up Prizes (3): A 1 year extension to an RPGA Membership.

RPGA™ Network Item Design Contest

This form, or a copy of this form, must be completely filled out and signed and must accompany each and any contest entry.

In return for TSR Inc.'s ROLE PLAYING GAME ASSOCIATION™ Network sponsoring this contest and agreeing to consider a submission, the entrant agrees that all submissions, including the copyright and all other rights therein, become the property of TSR, Inc., without further obligation to the entrant. The entrant warrants to TSR that all submissions are original and do not infringe upon the rights of third parties. If TSR publishes a submission in any of its publications and/or products, the entrant shall receive one free copy of the publication.

STATEMENT OF ENTRY AND AGREEMENT

I hereby enter the work described below in the RPGA Network Item Design Contest. I agree to the terms and conditions of this contest, as set forth in the rules and on this Official Entry Blank.

Name of entrant (type or print) _____ Title of contest entry _____

Street address of entrant _____ *Signature of entrant* _____

City, State, ZIP _____ *Signature of parent or guardian (if entrant is under 18)* _____

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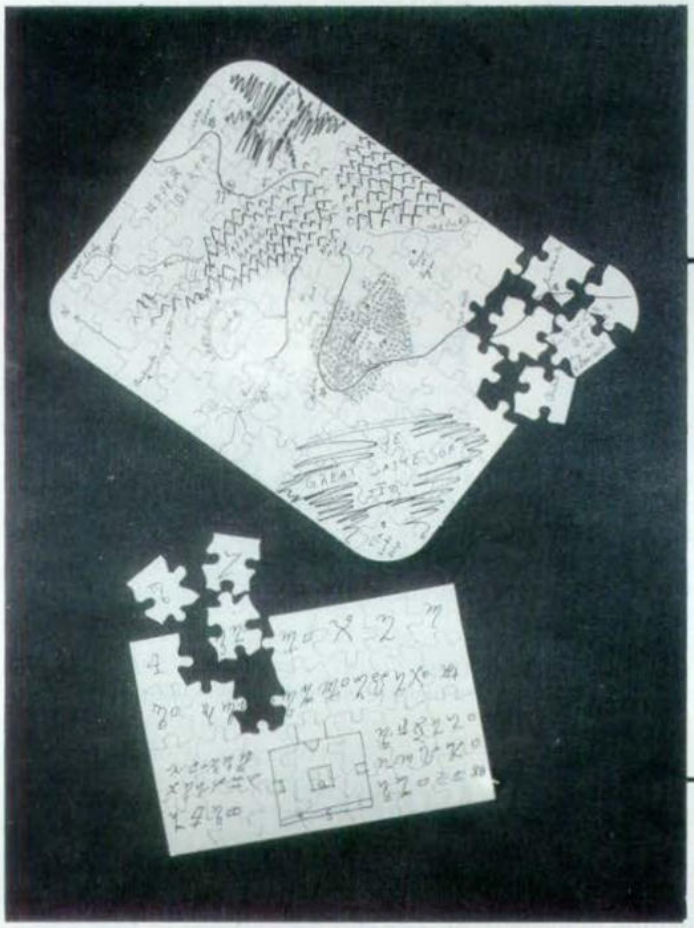
TREASURE CHEST

ACCESSORIES

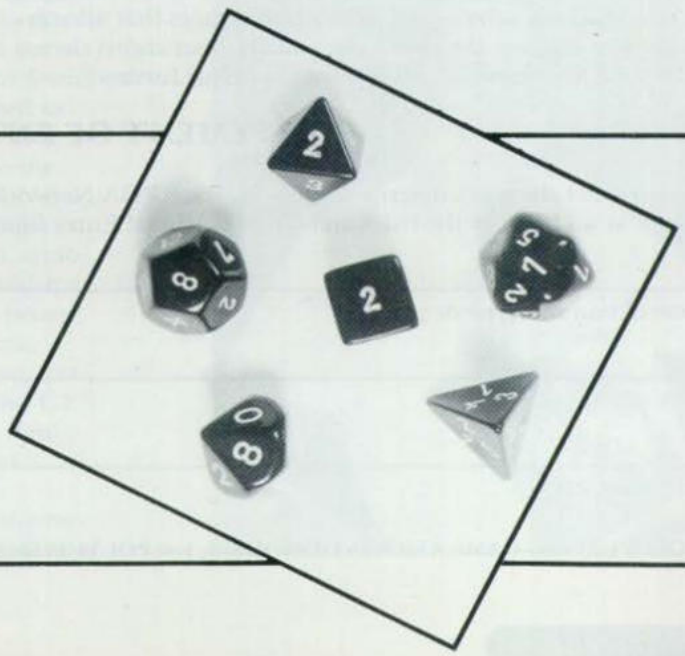


Blank Jigsaw Puzzles. Now RPGA™ HQ offers two types of puzzles. A) 5½" x 8", 28 piece, medium thickness puzzle, B) our new 8½" x 11", 63 piece, heavy thickness puzzle. Although our popular smaller puzzle is excellent for feeding maps, clues, etc., to an adventuring party over a week or two, the new, larger version is extensive enough to provide pieces of information for an entire campaign — and durable enough to survive it! Finding all of the pieces can be the players' delight or dilemma.

Price: 5½" x 8" puzzle: 50c each. 8½" x 11" puzzle: 90c each.

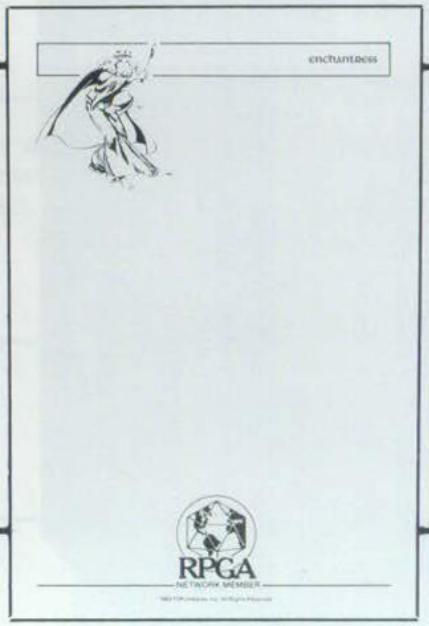
Koplow Dice. Koplow dice are a product of West Germany and are made exclusively for the casinos of Europe. This polyhedra set includes a 4, 6, 8, 10, 12, and 20-sided die. That's right, one more die in the set for less than our original Koplow dice set offer. Your choice of colors: black, dark blue, red, or ivory. They come with the numbers already inked on.

Price: $7.25 per set.



RPGA™ Network Fantasy Notepads. Now you can have stationery that matches your imagination and identifies you as an official RPGA Network Member. These 5½" x 8½", 50 sheet tablets feature 10 different and alternating illustrations of various classes and races from the AD&D™ Fantasy Game. On the bottom of each page is the official RPGA logo with the inscription "RPGA Network Member." Each page is printed with black ink on different and alternating colored sheets, and each pad is backed with cardboard.

Price: $1.75 each.



Back issues of POLYHEDRON™ Newszine. We still have some back issues of POLYHEDRON Newszine available. Issues #6, #8, #10, and #12 are out of stock. Collector's note: We will not be reprinting old issues.

Price: $2.00 each.

SLIPCASES

New! Library Slipcases. Tired of stacking your modules, piling your gaming magazines, or losing your character sheets? Now you can keep them protected in our new RPGA Network Slipcases. These slipcases are not flimsy, thin cardboard, but 70pt. chipstock, and are double cases for maximum protection. Measuring 11¾" high, 9" wide, and 3" thick, they're perfect for POLYHEDRON™ Newszines, DRAGON™ Magazines, and TSR Game Modules. The five AD&D™ Game Manuals will all fit in one slipcase! Deep blue, with a silver RPGA Network Emblem heat-stamped on the facing edge, these attractive library slipcases look great, and can add longer life to your gaming materials.

Price: $7.50 each, 3 for $21.00, or 6 for $40.00.

THE ARTISTS OF TSR

The RPGA Network's first Art Portfolio

This product was created for those of you who have searched for high quality, imaginative artwork at a reasonable price.

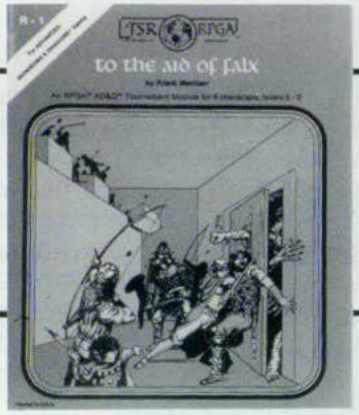
This fine portfolio features 12 black and white pieces of art, printed separately, and protected by a wraparound cover. It also contains background information on the TSR Art Department and its artists. They are ideal for displaying on your walls, using in a campaign, and gift giving, or simply add them to your fantasy art collection.

The 12 pieces include: Amazon Archer, War God, Norien-Elven Huntress, Orc War Party, Fire Dragon Hunt, Vampiress' Tomb, Cu Chulainn, White Dragon Death, The Tri-gon Rider of Samaj, The Undead Queen's Vault, Starfarer's Last Battle, and Thor's Battle with Jormungandr. **Other artwork includes cover's** Dragonhead **and inside caricatures of the Art Staff.**

Price: $7.50

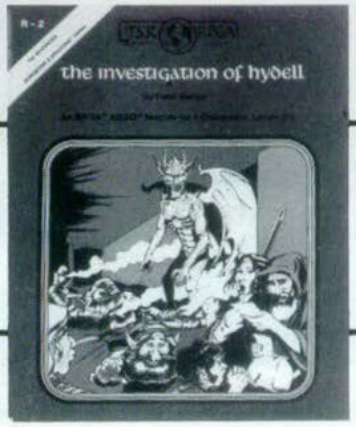
ADVANCED D&D® MODULES

by Frank Mentzer



R-1: To The Aid of Falx. A silver dragon is in danger because of the theft of five silver dragon control potions. His lair is near the thief's complex. Can you slip in and secure the potions before the time limit runs out? 5 characters, levels 5-9.

Price: $3.50

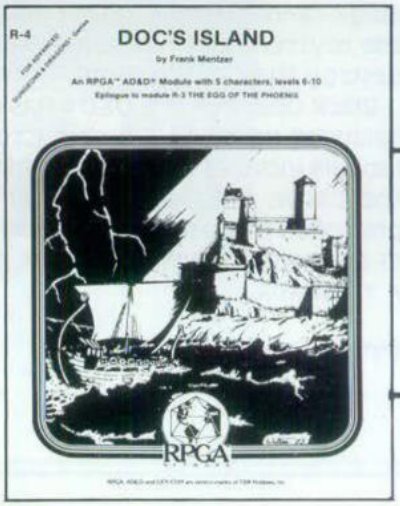


R-2: The Investigation of Hydell. Happy slaves? A business that sells happy slaves?? You are requested to investigate the complex and shut it down if possible. 5 multi-class characters, levels 5/5.

Price: $4.50

R-3: The Egg of The Phoenix: In the lonely town of Northending, The Council of Five has called upon the famous Paladin Athelstan to come to their aid. The fabled artifact known as The Egg of The Phoenix has been stolen, taken by evil creatures and hidden far away — on the Negative Material Plane itself and guarded by a real Phoenix. 6 characters, levels 5-9.

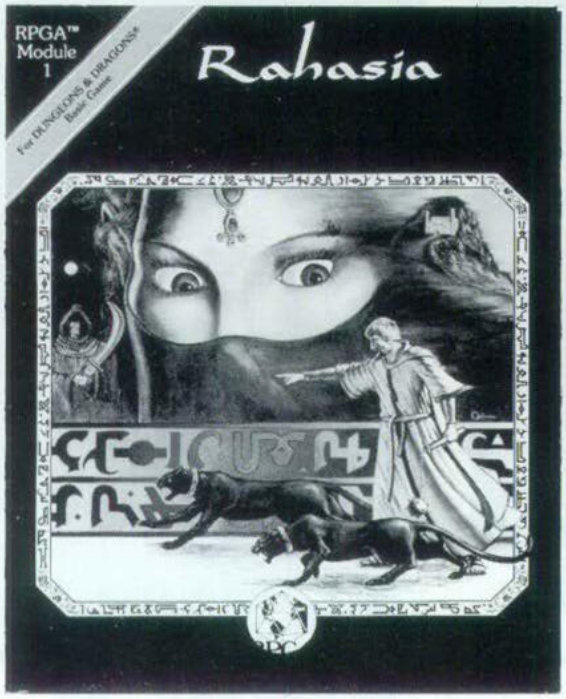
Price: $4.50



R-4: Doc's Island: Your party now possesses the famed artifact, The Egg of The Phoenix. Your party's dangerous journey to Doc's Island to deliver the egg is only the beginning of your quest, however, for in the very bowels of Doc's Island rests a great treasure — a Holy Sword. 5 characters, levels 6-10.

Price: $4.50

RPGA™ NETWORK MODULES



RPGA™ Module #1: Rahasia, by Tracy and Laura Hickman. The elvenmaid Rahasia is in dire peril. An outsider, the evil human Rahib, is trying to force her to come away with him against her will. To this end, he has taken over the Temple of the Sacred Black Rock. He has placed the elves who tend it under a terrible curse, and lured both Rahasia's father and her betrothed into his hands. You are her last hope. Can you brave the dangers of the Temple, break the curse, and capture the Rahib before he brings ruin upon all?

This is the first of a line of RPGA Network Modules dealing with general adventures using TSR game systems. It is a D&D® Basic Adventure for a balanced party of 5-8 characters, levels 1-3. The module includes background information, maps of the temple complex, pre-rolled characters, and detailed encounter information for the DM. 16 pages.

Price: $4.50

RPGA™ Module #2: Black Opal Eye, by Laura and Tracy Hickman. The homeland of the elves is in danger. A sinister enemy from the distant past lurks in the ruins of an ancient castle. Two elvenmaids have disappeared without a trace, and all attempts to rescue them have failed. The elves' magic cannot match the evil power. You must solve the mysteries of the castle, face the enemy, and destroy their evil forever!

Black Opal Eye is a D&D® Basic Adventure for a balanced party of 5-8 characters, levels 2-3. The module includes background information, maps of the castle, detailed encounter descriptions, and pre-rolled characters. Black Opal Eye can be played as a separate adventure, or as the sequel to RPGA # 1: Rahasia.

Price: $4.50

For ADVANCED DUNGEONS & DRAGONS® Game
RPGA™ Module 3
THE FORGOTTEN KING
By Bob Blake
Two AD&D™ Adventures for 6-10 Characters, Levels 4-7
RPGA

RPGA™ Module #3: The Forgotten King, by Bob Blake. This module contains the first two adventures in the epic quest of the Prophecy of Brie, run as a tournament at GEN CON® XVI Game Fair. To save the kingdom of Pellham, you and your party of adventurers must first prove the time of the Prophecy is at hand. To do this, you must find and deduce the operation of an ancient druidic device, The Wheel of Time. The second stage of the quest, Locksmith, is an embassy to purchase what are believed to be the keys to the tomb of The Forgotten King from Krell, the robber baron. Both scenarios are AD&D® wilderness expeditions with maps, encounter keys, and tournament characters. 10 characters, levels 7-10. 16 pages.

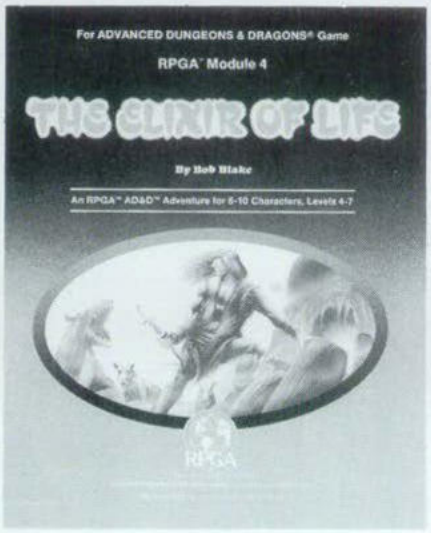
RPGA Figure Set #1: Prophecy of Brie Set. The RPGA Network's first figure set contains 12 white metal miniatures. Ten of the figures represent the characters in the series, and two of them represent villains from the series. The twelve figures come in a special edition box which can be used as a carrying case. Please note: RPGA Module #3 and RPGA Figure Set #1 are sold as a set. They cannot be purchased separately.

Price: $10.00 (includes module and boxed miniature set).

RPGA Module #4: The Elixir of Life, by Bob Blake. The realm of Pellham is in chaos, and an ancient prophecy says that in this time of peril a king will rise from the dead to rule his people again. The Council has chosen you to help fulfill the prophecy. Before the heroic King Llywelyn can live again, you must recapture the royal regalia from a band of savage Bugbears, and obtain the precious Elixir of Life from Caer, a wizard of vast and mysterious power.

The Elixir of Life is an AD&D™ module, containing two scenarios used in the GEN CON® XVI Game Tournament. The module is designed for 6-10 characters, levels 4-7, and contains all information needed to run the scenarios, including the original tournament characters.

Price: $4.50


For ADVANCED DUNGEONS & DRAGONS® Game
RPGA™ Module 4
THE ELIXIR OF LIFE
By Bob Blake
An RPGA™ AD&D™ Adventure for 6-10 Characters, Levels 4-7
RPGA

The ROLE PLAYING GAME ASSOCIATION™ Network

The ROLE PLAYING GAME ASSOCIATION Network is an international organization of role-playing gamers dedicted to informing, entertaining, and enlightening each other about all of TSR's role-playing game systems.

Each member receives a membership packet which contains an RPGA™ Network pin, membership certificate, and identification card, identifying them as members of this ever-expanding organization.

RPGA Network members also receive a subscription to POLYHEDRON™ Newszine, the Network's official bi-monthly publication. This 32-page magazine provides updates on the RPGA Network's activities and attitudes, contains a wide array of gaming-aid material written by the game designers and members covering all of TSR's role-playing games, and includes a 6 page gift catalog of special products.

If you're looking for other gamers who share your interest in TSR's role-playing games, if you want to know what's coming next from TSR, or if you're looking for specialty gaming items, join the RPGA Network. It was created for you.

Basic membership rates

U.S. — Bulk Mail
1 year = $10
Each additional year
(up to a maximum of 5 years) = $9

Foreign — Surface Mail
1 year = $14
Each additional year
(up to a maximum of 5 years) = $13

Foreign — International Air Mail
1 year = $25
Each additional year
(up to a maximum of 5 years) = $24

Optional initial membership plan

U.S. Only
Initial year of RPGA Membership **plus** 1 year of DRAGON® Magazine = $30

Rates are subject to change without notice. All payments must be in U.S. funds. Please fill out the following information, include your check or money order payable to ROLE PLAYING GAME ASSOCIATION Network (or use your Visa or Mastercard), and mail to: RPGA™ Network Membership, POB 509, Lake Geneva, WI 53147. Allow 6-8 weeks for delivery.

(Please type or print legibly in ink.)

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City _____ State _____

Zip or Postal Code _____

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(Please check one.)

U.S. only

☐ 1 year = $10, each additional year = $9

or

☐ Initial 1 year membership and 1 year DRAGON Magazine subscription = $30

Foreign — Surface Mail

☐ 1 year = $14, each additional year = $13

Foreign — Air Mail

☐ 1 year = $25, each additional year = $24

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Wisconsin residents must add 5% sales tax.

Are you interested in information concerning how to start an official RPGA Network Club? ☐ Yes ☐ No

Interests	GM	Player
D&D® game	☐	☐
AD&D™ game	☐	☐
BOOT HILL® game	☐	☐
TOP SECRET® game	☐	☐
GAMMA WORLD® game	☐	☐
DAWN PATROL™ game	☐	☐
GANGBUSTERS™ game	☐	☐
STAR FRONTIERS™ game	☐	☐

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